

EVERY NEW CD32 RELEASE REVIEWED FULLY INSIDE

AMIGA CD32 GAMER

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11 AMIGA CD32 GAMER



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WITH COVER CD

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RISE

To The Occasion

Rise Of The Robots is here,
and it's the most gorgeous
looking beat-'em-up
you'll ever see.
Huge review inside...



REVIEWS INCLUDING:

U.F.O. – MicroProse Mega-Game?
Clockwiser – Befuddling puzzler
Bubble 'n' Squeak – A tasty snack?
Pinky – Potty platforming

Your superb CD packed with
playable demos should be here.
If it isn't, see your friendly
newsagent

PREVIEWS featuring LEMMINGS III

Samaritans claim
plenty of overtime
as the green
haired, cliff-loving
idiots flood back
onto the CD32.
DON'T JUMP!



HUGE TIPS SECTION FEATURING PART II OF JETSTRIKE GUIDE

see, feel, try & buy

Publishers' Plaza

All of the Amiga press under one roof. Talk to the editors and sign up for a subscription to your favourite magazines. Competitions being run throughout the show.

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An Aladdin's Cave of stalls selling everything you need for your computer and much more, from complete systems to stocking fillers. Don't miss out on the incredible show bargains.

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Pit your skills against the best of the games this Christmas in the World of Amiga Games Arcade.

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... AND MANY MORE

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94

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STREET FIGHT CON

A

new magazine and a new month brings with it many new faces and a whole new reign for CD32 GAMER!

Yes, those who've read the masthead read it right — Mark Wynne's run at the helm has been cut short in its prime and, for the time being, I'm in charge. Not that things should change too much around here, although there should be a lot less Wynne-ing. The new team's just as committed to the objective, somewhat esoteric nature of the magazine, and we'll be here as CD32 GAMER evolves into a whole new product.

As you may have noticed retail support for CD32 isn't as strong as it could be, so from the next issue, we'll be putting something rather special on the shelves. AMIGA CD32 SPECIAL will have the usual high quality content, but the disk will be different. You can still buy a regular issue of CD32 GAMER, demos et al intact, yet, for a few pounds more (well, five to be exact) you'll be able to enjoy the magazine as well as a full version of a CD32 game. For more information, check out the *Lamborghini* preview — this will be the first game to be featured in full on the cover and it's certainly worth all that hard earned money!

□ Mark Smith, Editor.

Who are these guys? Well, while Mark W. takes time out for a rest we've called in Mark Smith and his ComputerFacts team to help out. Besides writing and designing our tips section for the past few months, Mark S. has worked on more magazines than the Royal Family's had affairs. Previous credits include launching *Games Review* and *Hands-On*, not to mention producing *Amiga Force* for six months. As you'll see I'm still writing for the magazine, as is Derek Dela Fuente who joined the magazine a couple of months ago as a freelance writer. Derek works for numerous foreign magazines, as well as SkyText, and previously wrote most of 32, the games-only supplement to *Amiga Pro*. All in all, we're sure the quality of the magazine will maintain its high standards.

□ Stuart Wynne, Assistant Publisher.



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Despite the disk making a pretty indestructable mug mat, it's actually crammed packed with demos, PD and all things goof. *Rise of the Robots*, *Skeleton Crew*, *Super Stardust* (that's the third time!) and, oh, much more to pass those dreary days between issues of CD32 Gamer. What fun!

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There's news-aplenty in this issue of CD32 Gamer. Commodore are still making their minds up, CD32s are in short supply although someone somewhere has got their hands on a few, and there's some new games coming out. Hmm, seem to have read something like this before...

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What makes a preview different to a review? Well, when a game moves from Preview to Review land, we're given the license to take the 'p'. Heh heh. In this issue's previews, we take a look at some of the goodies on their way in time for Christmas such as *Wiz*, *Flink* and a shock-horror revelation on *Quik*.

lamborghini.....13



There's a publishing revelation on the way. It's new, it's bold and it's beautiful in a Paragon Publishing like way! What are we talking about? Flip the pages till you get to the *Lamborghini* lowdown and just you see. Personally, I'd pay ten quid for the mag let alone getting a full blown game with it...



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This is the exciting bit of the magazine, where we get down to doing some work and give you our views on the latest games. Despite a supposed lack of software, we've still got six games in what's normally a quiet month. This works out at one game every 7200 minutes. If only some of the games would last that long, we'd all lead happy and satisfied lives...

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Remember how, when you were in the boy cubs, you had to pay subs every week? And, as you got older, you started spending your subs money on sweets and — gasp! — crisps? Well, we wouldn't want you to waste your money on such things, so save it all up and place a subscription with CD32 Gamer!

playing tips.....45

Oh joy, oh bliss. Not only is *Legacy Of Sorasil* finally vanquished from our tips vaults with our final instalment, we've also crammed in eight pages of *Jet Strike* so that you can never, ever get stuck again (not on the first 60 missions anyway).

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Suddenly your favourite mailbag has gone sweet! Instead of the sour tones and lack of exclamations of one Mr Wynne, your fine letters are now dealt with by yours truly. Suddenly all seems right with the world...

mail order.....60

You know how we said that the *DarkSeed* special packages were sort of final and finished last time? Well, it was soooo popular, we've repeated the whole thing. Plus, of course, there's plenty of special offers on quite a few other games.

A-Z62

Y'know, we go to pains to update the A-Z every issue, just so you don't have to trudge through old (and more often than not, sold out) back issues to look for that little bit of advise on a game. As my mother once said, a little advice goes a long way. Something like that.

WARNING THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (now!). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.

Rise of the Robots

The entertainment industry has always been hype driven, especially in these highly competitive days, with everybody trying to get one over on everybody else. Be it movies, music or video games, if it's got money behind it you can guarantee the name will be rammed down our throats many months before the finished product actually sees the light of day. Because of this it can be very hard for the consumer to form a personal opinion of the product in question. Sometimes the over-the-top marketing is justified. *Street Fighter II*, for instance, was a true world beater when it first came out and, quite rightly, sold in droves. This isn't always the case however. Just take *Mortal Kombat* for example. Without wanting to take anything away from the sequel, which is a truly fine game, the original *MK* wasn't anywhere near up to scratch. Nevertheless a high powered publicity machine made sure it was an unqualified success despite hardly being worth the chips it came on. *Jurassic Park* was one of the biggest merchandising enterprises of the year and was fully worth it with incredible special effects and some amazingly tense scenes. All three of these have one thing in common. It was decided long before work was even begun that they would be a success. People in high places saw to it and so it came to be.

The rise (if you'll excuse the pun) to prominence of *Rise Of The Robots* has been different, and quite remarkable. The project began in relative obscurity and it was only after word got around that the hype merchants jumped on the band wagon. Here is a product which has actually made its own hype!

It just goes to show that in a world driven by market forces there is still the opportunity for invention and innovation if you know what you're doing. Had the original team gone to a major publisher with their preliminary ideas they would probably have been fobbed off with stories about financial risk, the 'why try something so ambitious when a tried and tested formula will do' mentality. Instead they just went ahead and did it and now they're reaping the rewards. The best part, though, is that we can reap those rewards too. Aaah, don't you just love a happy ending.

It's the most talked about game in as long as most of us can remember. It features the most complex and realistic graphics ever seen in a beat-'em-up. It has some of the neatest routines ever seen, um... ever. *Rise Of The Robots* has even been signed up by Bell Fruit to be turned into a coin-op arcade machine. Conversions are planned for



almost every hardware platform you can think of and the CD32 version is all set to be among the best incarnations of this awesome project available. In fact it's as near as damn it identical to the PC version including all the animations and twiddly bits that draw you in and create an experience rather than just a game.

The story (as if you didn't know) is set in the 21st century in an increasingly mechanized world. The old world cities have spread so far they're borders have met. Once of these vast population centres, Metropolis 4, is the home of Electrocorp — a world leader in the production of robots of the both industry and the military.

In fact Electrocorp itself has eliminated the need for human workers and the plant is now fully automated. The last remaining people were the various foreman and oversee-ers but even they have now been axed. The whole plant is watched over and controlled by the most advanced, intelligent and powerful robot ever devised. It is known as the Supervisor.

All seemed well until the Supervisor malfunctioned. Now it's closed the plant down, reprogrammed all the worker robots and is sitting on a huge nuclear arms stockpile. In desperation a Cyborg is sent in to fight its way past the various now hostile robots and put the Supervisor out of action.

And so begins a series of one-on-one fights with the ultimate goal of saving the world. What *ROTR* promises is a combination of incredible graphics and superb gameplay with highly advanced artificial intelligence routines giving the computer controlled adversaries an unprecedented level of realism.

We at CD32 Gamer are just as eager as anyone else to get our hands on a finished copy but it's not ready just yet. What we can do, though, is supply you, our lucky readers, with a fully playable demo. Unfortunately you won't be able to sample the remarkable intelligence of the computer opponents, but you will get a taster of the mouth-watering graphics on offer. The demo consists of a two player fight between the Cyborg and the Military Robot. Only the red button is supported (as in the full game) and remember — all moves are context sensitive. Hold down the button to power bigger punches, but we'll leave you to work out some of the more interesting moves. That means you can get a friend in a bit the crap out of him, all in fully rendered, beautifully light sourced glory. Now if that doesn't whet your appetite, why not check out the rave review on page 22. It's got the old gold treatment and well deserved it is too. See you back here in a minute...

... Back again? Bet you're pretty impressed, eh? So now you've heard the hype, you've read the review, you've played the demo, all that remains is to dash out and buy the game. Hurray!

But what then? I s'pose we'll just have to put our feet up and wait for *ROTR2*. Now there's a thought!



CD inlay

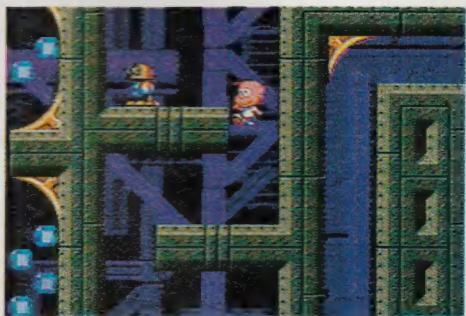
Snip out your label and pop it into the plastic bag on the cover. Slick, eh?



Bubble & Squeak

The story of a mischievous little lad with an eye for adventure and a cute blue alien with a problem. Audiogenic's latest platform romp is bound to go down an absolute treat with cute-'em-up junkies. The insane story line in which Bubble discovers Squeak trapped in his closet and together they had off to worlds new through a hole in Bub's sock.

This forms the unlikely back ground to a fun a frolicsome outing as you, as Bubble, have to overcome many hazards and, with the help of the unpredictable Squeak, rescue his alien friends who've all been kidnapped by yet another space-roaming, megalomaniacal villain. As mentioned in the review elsewhere this ish it's a little on the pricey side so you might just want to try before you buy. As a part of our on-going service to our readership, the CD32 Gamer posse have come up with a natty little demo for you to play. Then you'll know exactly whether or not it's your cup of tea, won't you?



Bubble is controlled in the following manor:
D-pad left: Walk left
D-pad right: Walk right
Red/Yellow: Fire
Green: Action
Blue + Red: Throw Bubble in the air
Left button: Look up
Right button: Look down
Start: Pause

NB: The action button has a series of functions. If you want Squeak to follow you, press it while he's visible on screen. Press it again to tell him to stay. It's also used for paying money into the gum machines. If you're riding on Squeak, pressing it will cause you to dismount. It can also be used to manipulate some objects. Just stand next to the relevant object and press.

Using fire you can kick Squeak onto higher platforms but you must tell him to stay first.

AMIGA

CD32



GAMER
COVER DISC • 6

Wembley International Soccer

If you're bored of Sensi Soccer then shame on you! Ahem. Let's put it another way. If you're looking for a new angle on the beautiful game the only other other footy game on the CD32 worth talking about on the CD32 is Audiogenic's *Wembley International Soccer*. The people behind the excellent *World Class Rugby* and *Emlyn Hughes Soccer* on the Amiga, Spectrum and C64 have got their boots on once more to bring pixelated onion bag bashing into the 90s.

Receiving a favourable 76% review in issue three, this is a game any self respecting footy aficionado would do well to add to his or her collection. That's right girls — it's no longer a man's game!

Here's a neat demo which'll give you the flavour of the full game. When you load it the main option screen will appear but the most of the options don't work. What you've actually got is a one or two player four minute kickabout. Select friendly then click on the managers name to toggle between human or computer control and you're ready to go.



Here's how to control the proceedings:
D-pad: Player runs in selected direction
Red: Kick/Shoot/Head/tackle
Green: Change player in window
Blue: Pass to player in window
Yellow: Switch views
Left button: Replay
Right Button: Quit while paused
Start: Pause



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Bubble & Squeak

Audiogenic

Wembley International Soccer

Audiogenic

Shareware, PD and Demo instructions on disc

CD32

Disc mastered by Multi Media Machine

faulty discs

If you have any problems with your disc, please contact:
**PC Wise, Dowlais Top Business Park, Merthyr Tydfil,
 Mid Glamorgan, CF48 2YY. Tel: 0685 350505.**
 Please do not send any faulty disks back to Paragon as we
 will not be able to deal with them!

Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun. Multi Media Machine can be contacted direct on 01204 363688 and are always interested in new material.

PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

Release Dates

NOVEMBER

Alien Breed II
 Team 17
Overhead-view shoot-'em-up.

Exile
 Audiogenic
Classic SF arcade adventure rewritten for CD32.

Graham Gooch Cricket
 Audiogenic
Er, cricket.

Kingpin
 Team 17
Fun bowling sim.

Marvin's Marvellous Adventure
 21st Century Ent.
Huge CD32-specific platformer. Realistic bat 'n' ball fun.

Putty Squad
 System 3
Novel platformer with lots of puzzles.

Skeleton Krew
 Core Design
Isometric 3D shoot-'em-up.

Super Loopz

Audiogenic

Highly addictive arcade puzzler.

Space Academy
 Mindscape
Isometric 3D SF graphic adventure.

Speedball II
 Renegade
Brilliant combat sports game upgraded for CD32.

DECEMBER

ATR
 Team 17
One or two-player isometric 3D racer.

Baldy
 Mindscape
Arcade-style puzzle action inspired by Lemmings.

Dragonstone
 Core Design
Overhead-view fantasy RPG with plenty of combat.

Evasive Action
 Mindscape
Fun dogfighting from WWI to the 21st Century.

Flight Of The Amazon Queen
 Renegade
Acclaimed graphic adventure gets new soundtrack for CD32.

Jungle Strike

Ocean

Hugely popular Mega Drive isometric shoot-'em-up.

MegaRace
 Mindscape
Beautiful looking CD-ROM racer.

Pinball Illusions
 21st Century Entertainment
The latest and best in the hit pinball series.

Simon The Sorcerer II
 Adventuresoft
Fun graphic adventure gets bigger and hopefully better.

The Sensible World Of Soccer
 Renegade
Massive upgrade of best footie game ever.

Tong Dynasty
 System 3
Ambitious arcade-adventure.

1995

Beneath A Steel Sky
 Virgin
Highly acclaimed PC graphic adventure.

Cyberwar
 Sales Curve
Stunning CD-ROM only arcade game.

Adrenaline Factor
 Mirage

SF adventure with fantastic 3D graphics.

Bazooka Sue
 Krisalis
Oddball cartoony adventure antics.

Fist
 Supervision
RPG based on hit Steve Jackson telephone game.

Inferno
 Ocean
Fantastic SF combat sim.

King Of Thieves
 Team 17
Overhead view shoot-'em-up.

Lost Eden
 Virgin
Stunning CD-ROM-only graphic adventure.

Reunion
 Grandslam
Galaxy-spanning SF wargame.

Rock 'N' Roll Years
 Supervision
Multimedia package with sound and video clips.

TFX
 Ocean
Brilliant arcade-action flight sim.

Zool 3
 Gremlin Graphics
Yet more alien platformer antics.

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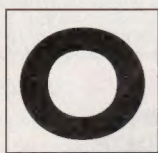
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THE SHOW MAY GO ON...



Once more, the future of Commodore hangs in the balance, although, ironically, the problems derive from late bids for the company rather than difficulties arising from the sale. The most significant offer comes from Creative Equipment (CEI), a US distribution company which is working with people from Commodore UK, Commodore Canada and the R&D team in West Chester, Pennsylvania. If successful, the new operation would be centred in West Chester — CEI have already advertised for people to staff it. However, CEI's boss Alex



Armor claimed that the new company would also see branches in the UK, Germany and Italy. The A1200 would actually be manufactured in Scotland — the original Philippines factories are ensnared in legal problems — while there would be developers conferences in both Europe and America, which would certainly help clear up confusion

regarding what the machines are/are not capable of.

Amiga International, which had promised similar conferences to kickstart new Amiga software developments, dismissed CEI's job ads as mere 'bluster'. It remains confident and refused even to comment on the second bid by German-based retail chain Escom. They themselves were tight lipped, but with 242 shops across Europe (including 24 in the UK), it's certainly a major player.

While both bids reflect the strength of the Amiga line and the realisation within the industry that it has a strong future, by further delaying any decision, they make it even more difficult for Amiga products to hit the Christmas period. How damaging this will be long term, only time will tell... ■



THE LAWNMOWER MAN RETURNS...



S

CI recently confirmed their intention to release *Cyberwar*, 'the next generation in the Lawnmower Man series', on the CD32.

The game puts you in the shoes of Dr Angelo, battling the evil Jobe, who's turned into a bit of a psycho after being stuck inside the VSI computer. Mind you, we go crazy coupled up in the CD32 Gamer offices, so it's no wonder that poor Jobe is a tad claustrophobic.

Still, since Jobe's also a little bored, he's put together his own little Virtual City, complete with defence networks. It's down to the good doctor to save all humanity by making it to the Omega Chip that's at the centre of this city and putting an end to Jobe's dastardly deeds.

The PC CD Rom version enjoyed actual footage from the film as well as ten diverse and differing gameplay styles. It's hoped that most, if not all the CDRom features will make it to the CD32 intact. ■



KOSHER JOB!

If you were wondering just how to get your hands on a new CD32, help is at hand from the kind people at Silica. They've managed to get their hands on numerous CD32s and have bundled them with 7 other titles, including *Cannon Fodder*, *Project-X*, *Liberation*, *Ultimate Body Blows*, *Microcosm*, *Oscar* and *Diggers*. The retail price of £249 seems to be pitched just right — considering you're getting in the region of £200+ free software, it does seem to be the ideal starter kit.

Silica are also going to great lengths to capitalise on the expansion potential of the machine. Both the FMV capability and the keyboard/external disk option are emphasized on the packaging, which, according to Ken Browning of Silica, will increase the appeal beyond that of normal games machines. "This new pack will appeal to more than just the average games player," he offered "because the CD32 can now be upgraded to the power and features of the Amiga 1200". Good job someone's on our side, eh? ■



CD32 SNIPPETS

Video giants VCI are jumping on the VideoCD bandwagon with ten of its bestselling titles. By the time you read this you should be able to buy *The Amazing Adventures of Mr Bean*, *The Exciting Escapades of Mr Bean*, *In Bed with Madonna*, *The Big Friendly Giant*, *Learn to Read with Sooty* (one for Del boy, eh?) and *Michael Barrymore Live*. Then, on November 25th, these will be joined by *Smith and Jones Live*, *Strictly Ballroom*, *The Wind in the Willows* and *Have I Got News For You* vol 1. Prices range from £12.99 to £17.99.

Incidently, the Firm, starring Tom Cruise, came out on October 17th on VideoCD and VHS simultaneously. It's estimated that there'll be a total of 200 this Christmas, and several thousand by the next festive season.

Cannon Fodder has finally arrived on shop shelves, although, unfortunately, it comes minus the FMV intro sequence, but with a save game option. However, this unfortunately wipes the entire memory. Since this bug also afflicted our demo copy, it seems unfortunate to say the least that Virgin didn't rectify the situation before releasing the game.

A mammoth, four year battle between Atari and Sega over the latter's patents has finally been resolved. An out of court deal saw Sega effectively admit defeat, handing over almost \$90million. \$49 million came in the form of advance payment for the rights, over seven years, to Atari's patents. A further \$40 million was handed over in return for shares in Atari representing 8% of the company. Even more interestingly, both companies agreed to cross-licence software so *Sonic* could appear on the Jaguar and, er, *Tempest 2000* could appear on the Saturn. This may seem like great news for Atari, but it still leaves the company desperately short of software for this Christmas. After that, the advantages of cross-licensing remain to be fully detailed. Will Sega really develop for Atari? It seems unlikely source code will be handed over, which means Atari could be left like Philips with *Zelda* — producing games with the name but none of the playability of the original.

Ocean, so far not really putting their all into the CD32, have confirmed definite release of *Desert Strike* before Christmas yet have, once more, delayed release of TFX until some time in the New Year.

There remains some confusion over whether any of the other Electronic Arts conversions which Ocean are shoving onto the Amiga 500/1200 will make it to the CD32. At present, though, there are no plans for any other launches this year.

SHOWING OFF

Despite all their problems, Commodore still know how to put on a good show. After a couple of years break, Commodore UK has once again put together an Amiga-only spectacular. The show will take place at the Wembley Exhibition Centre on the 9th, 10th and 11th

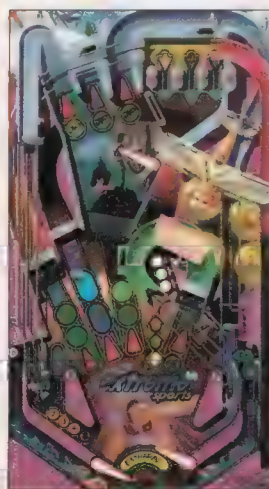
of December — whoever buys Commodore. Inside will be Software City with all the latest games, ACE village for techie bits and bobs plus a big sales section and an area for Amiga user groups. Opening times are 10am-5.30pm, except on the last day of the show, a Sunday, when it closes at 4pm. Tickets cost £6 for adults and £4 for children under £14. A family ticket for two adults and two children is just £15. Call 01369 7711 to order or just to get more details.

GRAND ILLUSIONS



Fast your eyes on these screenshots of 21st Century's forthcoming release, *Pinball Illusions*. There's a wealth of new tables for potential pinball wizards to try their hand at, including all the different and zany bumpers, flippers and bonuses that you've come to expect from the series.

Final release is expected over the next few months — if it's half as good as the previous pinball simulations, we'll be in for a real treat! ■



CHARTS TOP 10 AMIGA CD32 TITLES

1. Arcade Pool	Team 17	\$14.99
2. James Pond 3	Millennium	\$29.99
3. Bubba 'N' Stix	Core Design	\$29.99
4. UFO	MicroProse	\$29.99
5. Cannon Fodder	Virgin	\$29.99
6. Jetstrike	Rasputin	\$29.99
7. Nigel Mansell	Domark	\$29.99
8. Simon The Sorcerer	Adventuresoft	\$39.99
9. Humans I & II	Microprose	\$29.99
10. Guardian	Acid Software	\$29.99



GALLUP

GAME

Another big thankyou to Fleil at Bournemouth **GAME** (0202) 311668 and Marcus and Robin at **TORC SOFTWARE** at 9 Wilton Parade, Feltham High Street, Middlesex, TW13 4BU (081 8932100). Software galore, at these great stores!



CHARTS

Whizz	12
Lamborghini American Challenge	13
Quik	14
The MisAdventures of Flink	18
Loonings 10	20

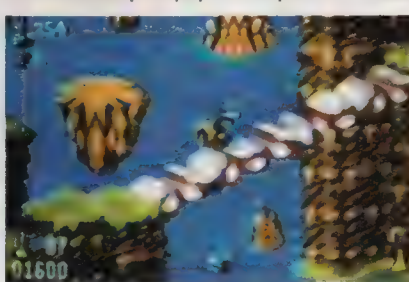
Previews

Whizz

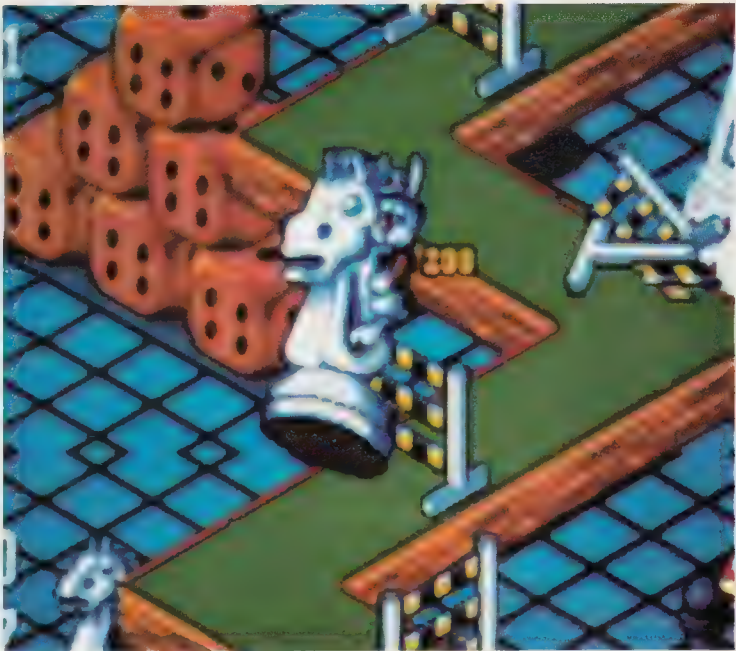
Once more, our perky previewing team step out unto the breach, tracking down those elusive new releases, reporting back from the frontline on what's going down. Er, right. On with the show then...

A few months ago Psygnosis were showing a very early snippet of their game on Sega only, originally called *The Castle Game*. Since then it has had a name and company change and is now more than half completed and looking very impressive. One of the main people behind this game is one half of the team that brought us *Shadow of the Beast* 1/2/3 plus other titles while he was at Psygnosis.

On initial viewing, *Whizz* looks like a play on *Spin Dizzy* but instead of having a spinning top you have a *Rabbit* in a tailcoat darting around the screen. The game is so fast it really is hard to keep abreast of all the sprites bouncing around the screen and in some ways it even bares a similarity to *Whiz n Liz*, being one of those games that looks easy to play but requires the fastest hand to eye co-ordination around.

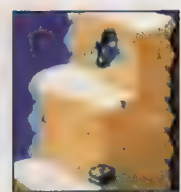


Nevertheless it is a game of immense variety in terms of graphics and some really impressive programming. With so much going on you just want to sit back and watch all the onscreen mayhem! The objective is to pick-up the numerous objects, stay clear of some baddies and make your way to the exits of the 6 worlds, all of which have a predominant theme complete with characters and objects to match. The game is 3D isometric based with a slick scrolling backdrop and some of the fastest screen updates you will see. On one level you have to collect flags and crystals and the main character of the game has his own special attribute, a very impressive spin that knocks any of the many onscreen creatures for six! As the screen comes to life, cards flip and rotate around the playarea, aeroplanes fly over and jesters try to get in your way. Any impact with these critters or objects will seriously deplete your energy. From darts to chess pieces that move accurately, even to a fruit machine where you can play a few games - if you collect some coins you will constantly be bombarded with so many diverse characters and forms you will not know which way to move. The isometric area is gridded, so you must strategically guide the player over all the



Preview

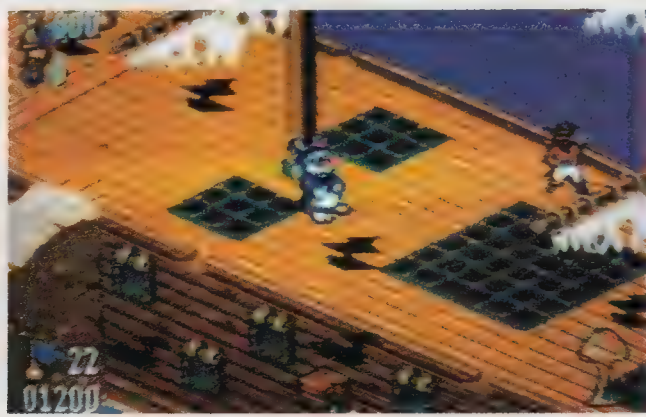
PUBLISHER: Flair ■ PRICE: £15.95
DEVELOPER: In house ■ RELEASE DATE: TBA



blocks that are on differing levels to collect all the required goodies. Snakes, balls, you name it its on display and that is only on one level. With an endless list you wonder what will be on the ensuing screens. Already the first three worlds are complete with a romp aboard a pirate ship, one in the desert and one in a massive card world. Not only have you one big game but lots of sub games like collecting a certain amount of pickups around an obstacle course within a specified time.

Talking to James Neffendorf, one of the MDs at Flair, he commented on the fact that they were delighted to have acquired such a game with many diverse and interesting game ideas within each of the worlds that adds a great sense of depth, coupled with the simplicity of the ideas ensures it is instantly addictive. A great deal of attention will be placed on the graphical content and they are intending to add special animations, graphics and rendering to the CD version of the game and hopefully some video footage where appropriate. □ DDF

Really, the graphics are nice, colourful and sharp. No, really they are. It's just, well, the photographer in question wasn't having one of his better days...



The size and depth of *Whizz* is pretty impressive, with the 3D isometric views and scenes allowing for good interaction too.

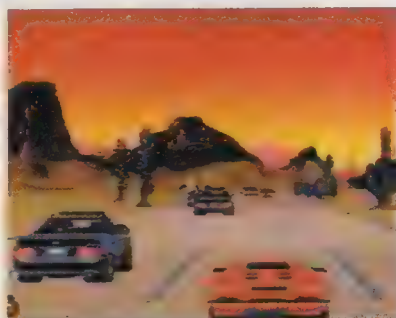


Lamborghini

American Challenge

You've got to admit, Lamborghinis are pretty special. Makes the old Rover look a bit tame really. Mind you, Stuart's pushbike makes the Rover look tame. After a drink or two, he's off...

Screechin' onto your screens next month will be the latest in a series of all action drive-'em-ups that's been up and running longer even than the hallowed Lotus trilogy. *Lamborghini American Challenge*, *Crazy Cars 3* in previous incarnations, will involve a series of high speed, highly illegal races through various courses dotted around the good ol' US of A. Of course there'll be a little more involvement than simply going hell for leather around different tracks so let's have a closer look at the aspects which should lift LAC hood and spoiler above the current crop of 3D racemas.



The story goes something like this. You're a young hopeful who's just arrived in the land of opportunity in search of wealth, fame and fortune. Armed with a wad of cash, a steely nerve and a prodigious talent behind the wheel, you begin your quest. As fortune would have it, your feet have

What a marvellous sunset. You won't have much time to look at the graphics, however.

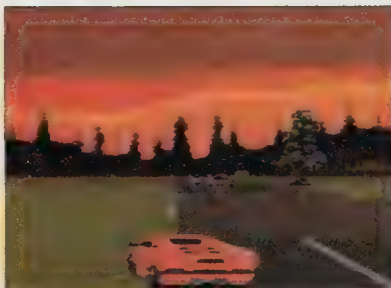


Preview

PUBLISHER: Plus ■ PRICE: £9.99 with CD-ROM
DEVELOPER: In house ■ RELEASE DATE: March 1994



Oh no! Look! That road goes straight into the sea. Somebody tell that madman to slow down or he'll be scraping barnacles off his flashy motor for weeks.

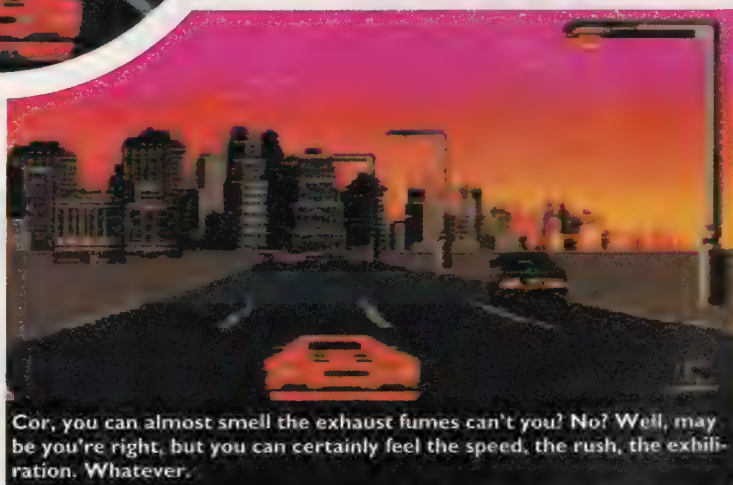
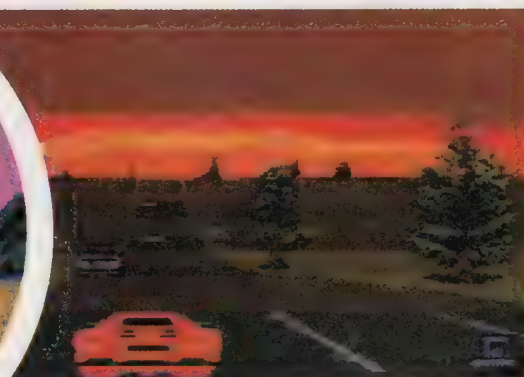
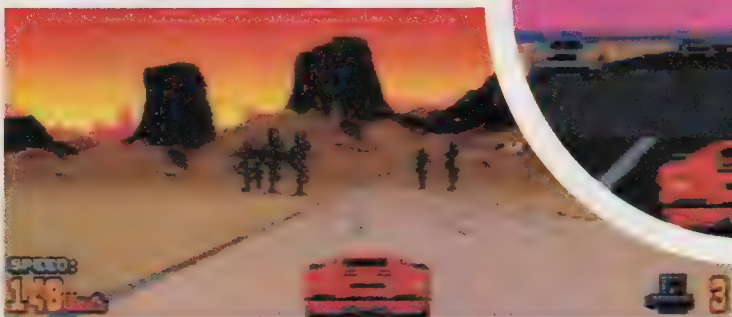
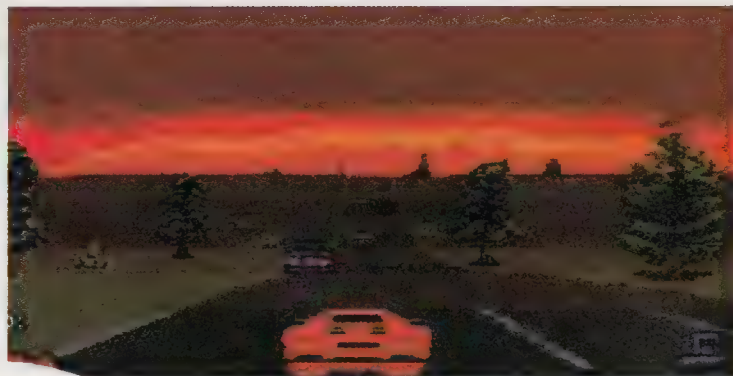


barely touched terra firma before you bump into an old buddy in a spot of financial unpleasantness. Desperate for cash, he flogs you his Lamborghini Diablo dirt cheap and informs you of the aforementioned road races and where to enter. Gratefully you accept. You begin in the lowest of four divisions and must compete in various races to work your way up the rankings and boost the coffers.

As well as a lot of hopeful locals, there's also several professional drivers involved. You can lay bets with these guys on the outcome of the race to top up the normal prize money and make more cash in less time. Money can then be invested



Who's this geezer? Looks like Bluto out of Popeye if you ask me. Well, if it's spinach-related japey your after then I suggest you steer clear (boom boom) of Lamborghini American Challenge.



Another day, another place on the podium. Eat your heart out Nigel Mansell. You what, oh, alright then. That's not me. I lost but I don't care. Everybody knows it matters not who won or lost but how you played the game. Craply in my case.



in add ons for the car, allowing you to make even more dosh. Extras vary depending on which division you happen to be racing in at the time. The higher the division, the higher the stakes but the tougher the challenge.

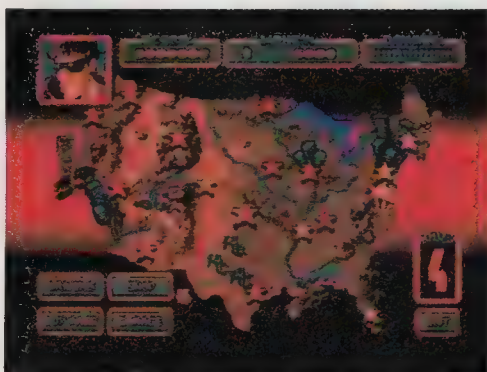
To advance through the divisions you need to buy three pass cards. When you've got them all you can select the Division Challenge – win it and you go up to face the next challenge.

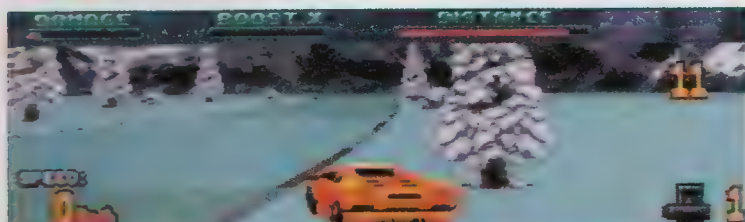
On-road hazards will not only include loads of innocent drivers who serve merely to get into the way. There'll also be coppers about who'll take great delight in halting your progress with the fearful flashing blue light. We're also promised vary-

ing road conditions with rain and ice doing for the cars handling what pigeons do for street cleaning. This would make life unbearable unless there were some way of combating the various ill effects of changing weather. To this end you'll be able to obtain special tyres for better handling as well as add ons to improve top speed and acceleration.

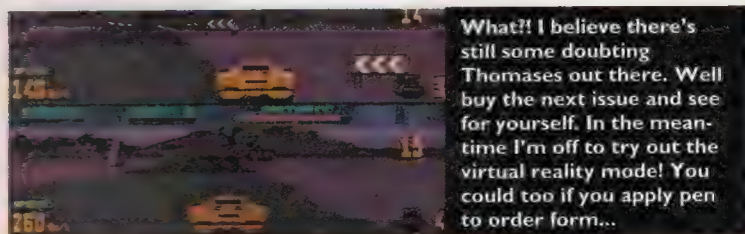
The CD32 version also promises a simultaneous split screen two player mode for that added competitive edge.

Look out next issue for the something very special on what promises to be the definitive 32-bit driving experience. ■ MG





Looky here, folks. We told you there was a two player split-screen mode and by golly we weren't lying still don't believe us. Well have a butchers at this shot and eat some humble pie!



What!! I believe there's still some doubting Thomases out there. Well buy the next issue and see for yourself. In the meantime I'm off to try out the virtual reality mode! You could too if you apply pen to order form...

Retail Revolution!

Lamborghini: American Challenge for just £9.99!

If there's one complaint everyone has about the CD32, it's why isn't there more software? Well, now you can get more games more easily. And when a game is released, why is it so hard to find it on the shelves?

Due to our excellent communication with our readers, we know one of the main obstacles to CD32 releases is the retail network. CD32 software has never been widely available, very few shops stock it, support its readers, and those shops which do struggle to get it in stock, to take large numbers. Due to Commodore's problems, shops just aren't that enthusiastic about the format so few titles appear and subsequent sales are low. The result is that fewer and fewer titles make it to the shelves. Even games which have actually been specially enhanced for CD32 release don't get the best of sales. The problem is the costs of manufacturing and promoting a CD32 release are high, and the retail support is so low.

This is why we've decided on a bold new experiment. In CD32 Gamer magazine, we're going to offer a special £9.99 price for our CD32 Gamer magazine, and big chains such as WH Smith and Marks & Spencer to take CD32 software are happy to be on their shelves.

So why don't we covermount complete games which would never otherwise appear? We could ensure greater nationwide distribution than almost any other CD32 release going through standard software retail outlets. Of course while this has obvious appeal to the software house, adding an extra £79.99 to our cover price might not appeal to you.

However, after some time in the market, we've worked out a better deal. The CD32 Gamer magazine is a lot more healthy than retailers think. It's a very bold and to work, making more titles available to you, to put out the CD32 Gamer magazine, and to ensure that you get the best of the CD32 Gamer magazine.

So for just £5 extra, you can get the CD32 Gamer magazine.

Remember, because it's an experiment, and we're aware how people will react, a normal £4.99 magazine with the usual contents (the CD32 Gamer magazine and shareware titles) will go out. If you don't want to pay the extra and receive the full game, you don't have to. If you do buy the CD32 Gamer magazine and game package, you'll get all the extra games and shareware - no there's no reason to buy two copies of CD32 Gamer.

Naturally, we're very excited about the special limited edition of CD32 Gamer and reckon it's a fantastic deal. So good that we've lined up a second game. Quick, for the subsequent issue. If these are a success, then we hope to approach other software houses to do more games. If the system works then hopefully software companies would be willing to pay programmers to do more CD32 conversions.

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Quik The Thunder Rabbit

After *Lamborghini* there's *Quik*, which will be the second game to be offered with your regular issue of *CD32 Gamer*. Some of us still remember when £5 bought you nothing but a tacky cassette game. Thankfully, things have changed...

How does one go about creating a legend in the wide and increasingly crowded world of computer heroes? Clearly the first thing to do is to decide upon the animal. For some reason human characters never seem to achieve the longevity of popularity reserved for creatures of a more woodland-like persuasion. Next give the character a suitably jet-setting name. Something to suggest high-speed, thrill-a-minute fun. Without doubt the faster the creature can run, the more likely he is to be taken seriously as a righter of wrongs and doer of good.



And here's the horrid truth of the situation. All the carrots really are missing! Come on, Quik. Get ya skates on. Some of us are starving around here, honestly!

The final ingredients – a dastardly adversary and a lot of furry animals in trouble. The result – a marketing man's dream with everything from posters and comic books to thermos flasks and duvet covers lending themselves to the promotion drive. So step aside Mr Hedgehog – there's a new speedster on the scene, and he goes by the name of Quik.

Quik is a rabbit, and thunderous one at that, and you'll be able to bag him for just an extra fiver when he arrives over

the next few months. So what can you expect then, eh?

Platforms, platforms and more platforms. Yessiree, there's carrots in them thar levels and it's up to Quik to find 'em, or so the story goes. You see, Quik's

rabbit tribe (personally I always thought rabbits lived in flocks... or was it burrows?) awoke one morning to find the carrot locker empty so, staring starvation in the face, they picked the toughest, fastest rabbit to head off towards the icy wastes of the far north where dwells Quok the sorcerer. Quok is in possession of the Ultimate Seed – a magical spore capable of producing all the carrots the rabbit tribe can eat for ever and ever. Quik has just eight days to reach the sorcerer's domain before his hungry and weakened friends either die of starvation or are



devoured by the nasty predators who inhabit the shadowy borders of the Angel's Meadow, home of the beleaguered bunnies.

There'll be heaps to see and do during Quik's daring mission, not to mention hoards, herds and plethoras of dangerous bugs and what-not out to stop him in his tracks. Fortunately Quik is capable of performing a devastating spinning attack, sufficient for getting rid of most of the unpleasantness. Certain nasties are impervious to it but it'll be up to you to find out which ones. There'll also be plenty of secret rooms to be found and big bonuses to be had therein. Springs can be jumped on to launch the thunderous one high into the air and may reveal previously unseen platforms and extras.

Sometimes there'll be clues in the background to offer help on which path to choose as you battle along to meet the final adversary – the fearful sounding Beastmaster who dwells in a massive maze deep inside the planet. This must be conquered and the Beastmaster defeated before you can reach the Sorcerer and save your people.

Be careful to watch Quik's energy bar however. He's got to eat and drink on a regular basis if he's to avoid dying of thirst or malnutrition. It's lucky, then, that there's loads of fruit and such like littering the platforms.

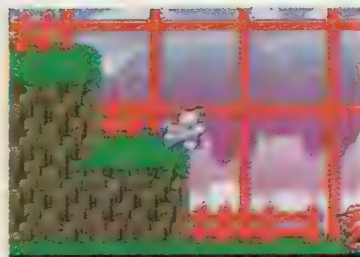
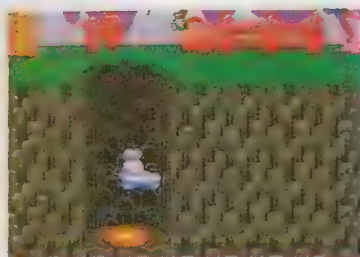
Be sure to book your next few month's fill of *CD32 Gamer* to avoid disappointment. Just think – a mere four weeks and you'll be able to experience Quik in all his glory! ☐ **MG**



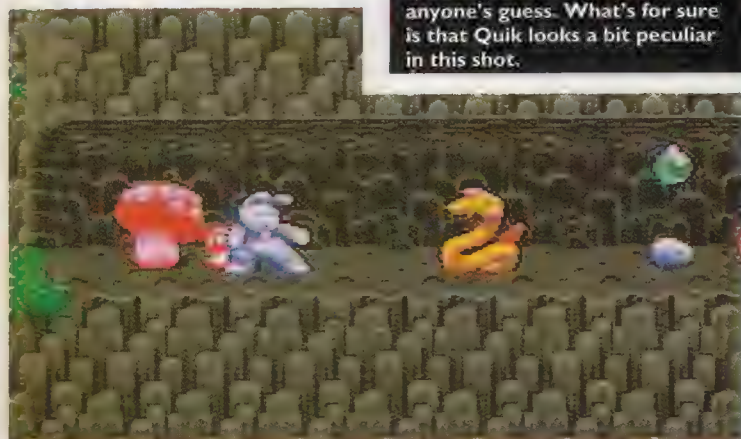
Oh no, major panic attack. One of our rabbits is missing! Seriously. Quik has vanished from this screen shot. I know he was there when I took it. What can have happened? Oh woe is me!



Ah ha – there's the little rascal, safe and sound. Just wait 'til I get my hands on you you big eared lunk. You had us all worried sick for a while there ya little runt!



What those orange things are is anyone's guess. What's for sure is that Quik looks a bit peculiar in this shot.



Preview

PUBLISHER: Titus PRICE: £10 inc CD32 Gutter
DEVELOPER: In house RELEASE DATE: December



With song in his heart and a spring in his step, young Quik sets off upon his mission of mercy. Shame that preview box took the little chaps ears off though.

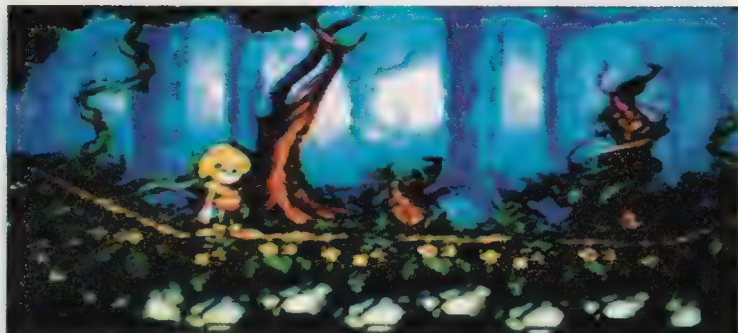


Right, Mr Bat. Come one step closer and you're dog food. Whoops, I forgot you're flying!



Ah. Not a good idea this. When you start off, losing a life is all too easy, but, after a while (as with any good platform game), things start to click. Don't worry too much, though, as the game's quite big so you'll certainly be getting your moneys worth!

The MisAdventures of Flink



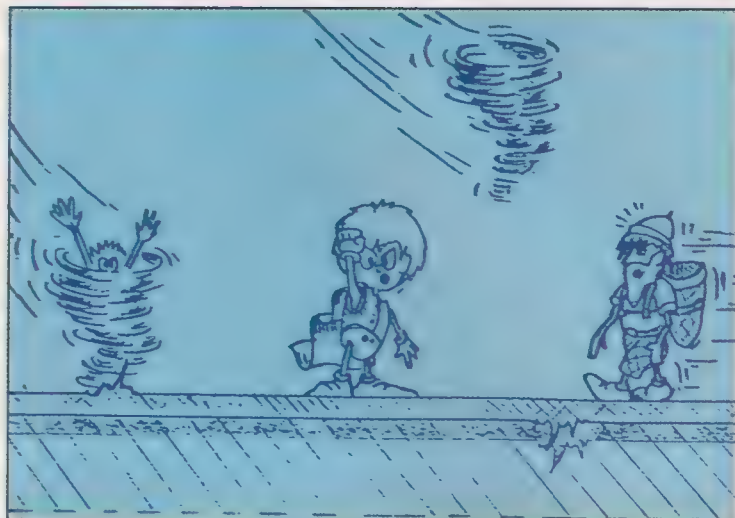
Although *Brion The Lion* may not have distinguished Psygnosis as the premiere software house for platformers, the exquisite slickness of this masterpiece-in-the-making would appear to redeem the Lion loving company. With plush backgrounds, fantastic sprites and superb playability, *Flink* should turn quite a few heads...

The peaceful people of Imagica Island lived a happy life, casting helpful spells and enjoying the uncommonly pleasant weather. But their peace was destroyed when Wicked Wainwright, an evil Wizard, captured the four wise rulers of Imagica to take control of the Island. He transported the wise rulers' spirits into four hidden crystals, and scattered them throughout the Island.

Meanwhile, Wainwright's volcano headquarters belched a dark cloud of smoke across the land, bringing even more unhappiness to the people. Flink, an apprentice Wizard, must travel the length and breadth of Imagica, clearing away the dark clouds, collecting magical ingredients and casting spells, in his quest to find the four crystals. Once the crystals are reunited, they will open the gateway to the Wizard's lair, where Flink must face Wicked Wainwright in a showdown to recapture Imagica Island for the forces of good.

Well that is the story according to Psygnosis and the game is a blend of action come RPG with some of the neatest graphics around, especially when it comes to the Amiga CD32. The on-off saga is now looking like it depends on whether Commodore get their act together but either way it would be a pity if this does not see the light on the 32 or even the 1200 as this is better than your average game.

Now those eagle eyed people out there may notice the stylised graphics, with bold and colourful sprites, lush and beautifully defined backdrops. Well the team



behind *Flink* are none other than former Thalio guys who brought us *Lionheart* the platform game which received much acclaim. *Flink* combines a blend of many game styles and platforming is one of them. Although the game appears complex in having so many things to do like collecting scrolls (these will give you information regarding actions and tips), chests to pick up and use as weapons, ropes to climb, ledges to traverse as well as spells to use (scrolls will also give you information), the game

is more arcade based than RPG but is more than a mere jump around, stay clear of the dangers and venture to the exit. It has a good intuitive feel and the game plan changes cleverly when you feel you have mastered the idea.

Just when you have wasted a few baddies, moved around some vast pit and avoided some red hot balls, up pops a little puzzle to deflate your ego and get you thinking!

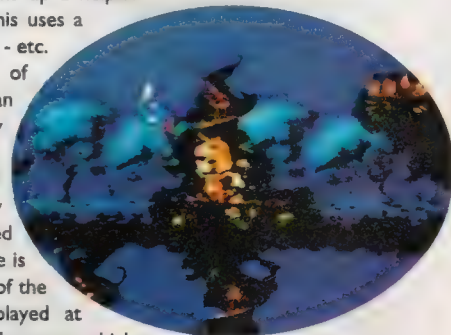
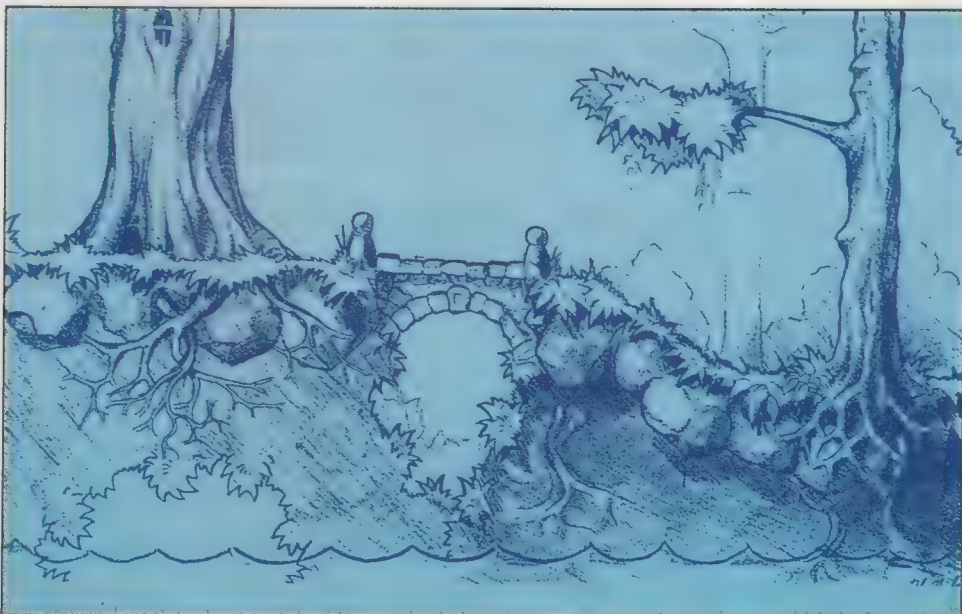
The all important scrolls (the help sheet) can be found littered all around the levels which are exceedingly large and are bi directional in movement, so there is a lot of jumping and exploring to be had. Like in *Lionheart*, the pixel perfect jumping is accurately mapped so when you jump from say a leaf onto a moving platform you not only have to be accurate but you must ensure your characters

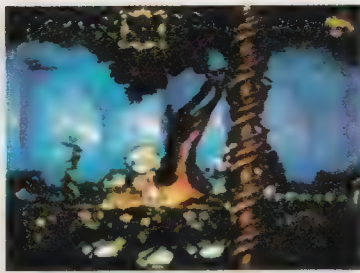
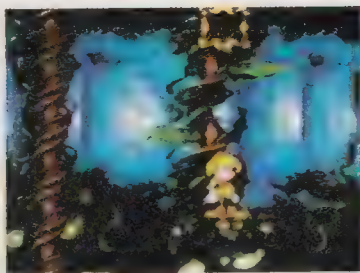
momentum does not carry him forward and off the platform to his demise.

Spells are plentiful and include - Spirit bomb, which send magic energy towards the enemy (a super blaster), Dust devil (sweeps away your foes via a mini tornado), Demon spell (summons up a helpful demon but this uses a lot of energy) - etc.

Some parts of the Island can be visited by casting special spells and this can only be activated when the time is right. A map of the island is displayed at the start of the game which gives the player a good idea of the size and locations of the game.

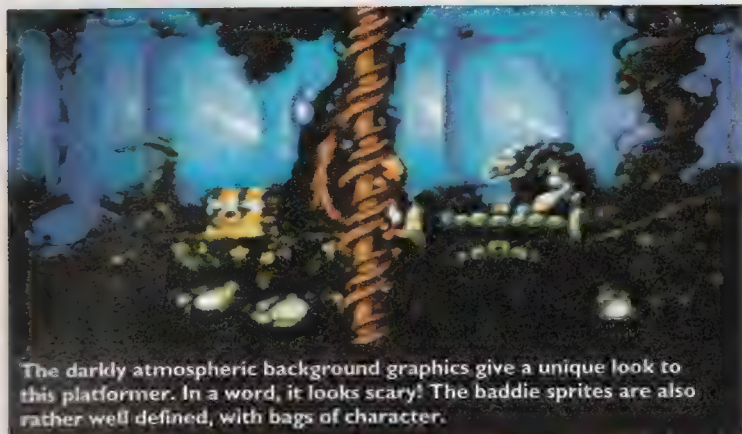
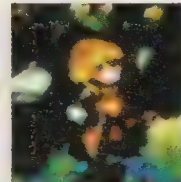
As far as arcade games go this has got a lot going for it and will challenge the best arcade players especially as you need a bit of brain power to overcome some of the tasks ahead. Mario jumping is the order of the day and each time you double stomp a baddie your energy bowl gets larger.





Preview

PUBLISHER: Gametek ■ PRICE: £15
DEVELOPER: Cattle ■ RELEASE DATE: February



The darkly atmospheric background graphics give a unique look to this platformer. In a word, it looks scary! The baddie sprites are also rather well defined, with bags of character.

Climbing up ropes is fairly simple but ensuring you swing in the right direction and let go at the right time is a lot tougher. The game has a wealth of special effects both technical and visual. The monkey helping you across a crevasse is a neat touch and the animation is top notch.

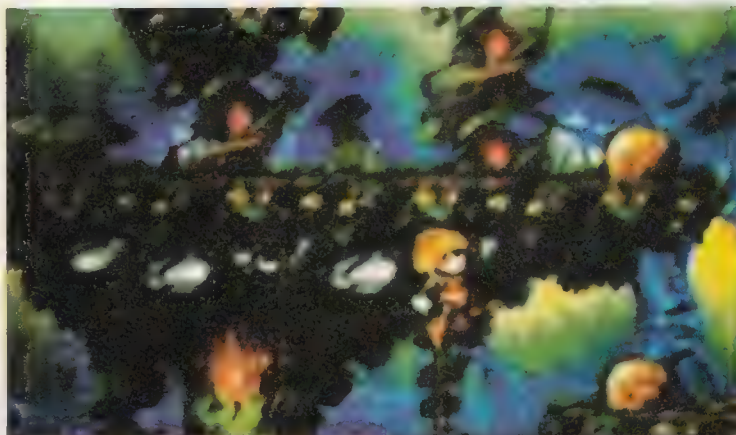
Now if this sounds more like a review than a preview then fear not, there are so many sub tasks and interaction with objects and artefacts it would take me pages to chronicle. On initial inspection this looks a lot like *Ruff and Tumble* but to be honest this has a lot more going for it especially the surprises and the sheer number of movements that can be achieved by Flink and his cast of adversaries. The interactive scenery is perhaps the one feature of the game that out smarts even the *Renegade* game. From forest to dungeons each of the settings present some smashing graphics and challenges each of which are specially adapted to the surroundings, so in the dungeons you have large swinging spiked balls whilst in the forest you will confront some huge, and I mean huge, creatures particularly a giant gorilla!

Being able to revisit levels to grab all the extra spells even when you move on is a clever touch and this can be done whilst you are within the subsequent scene. Keys, icons pickup galore gives the game that extra bit of spice that most games lack.

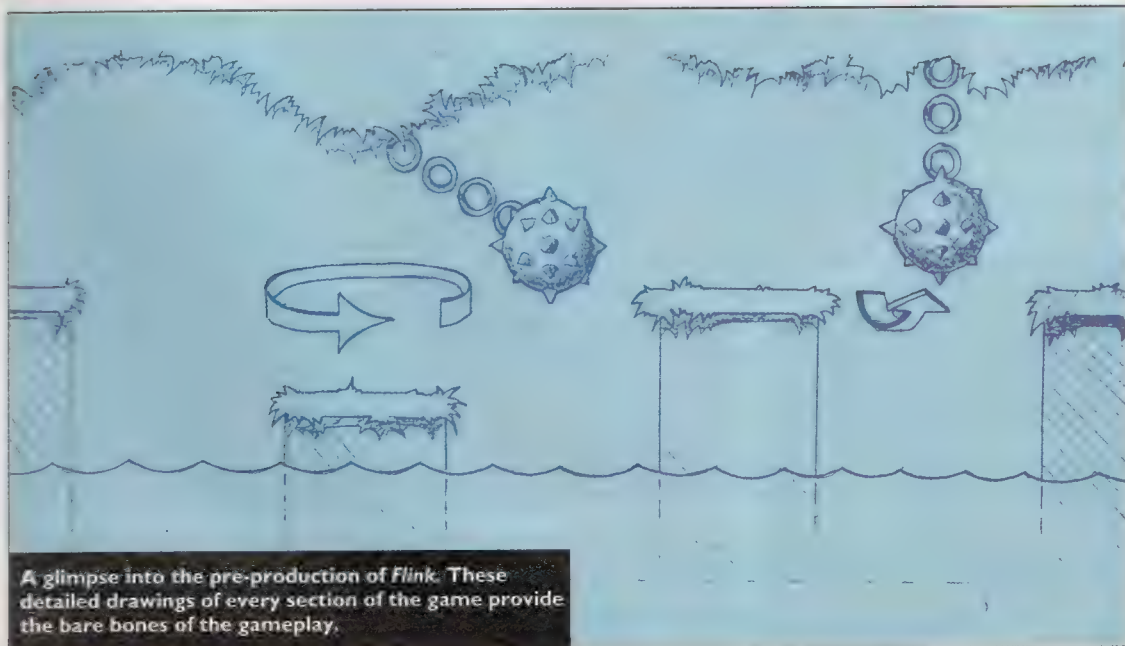
Well there you have it yet another Psygnosis game that could sound more like a promo sheet but honest folks this makes *Brain the Lion* look like a Pussy (not hard?). If Psygnosis do not release this game then all you CD32 owners call Marc Blewitt and ask why! □ **DDF**.....



Explore away! There's no doubt that *Flink* is a large (mis)adventure, bound to seduce frustrated cartographers.



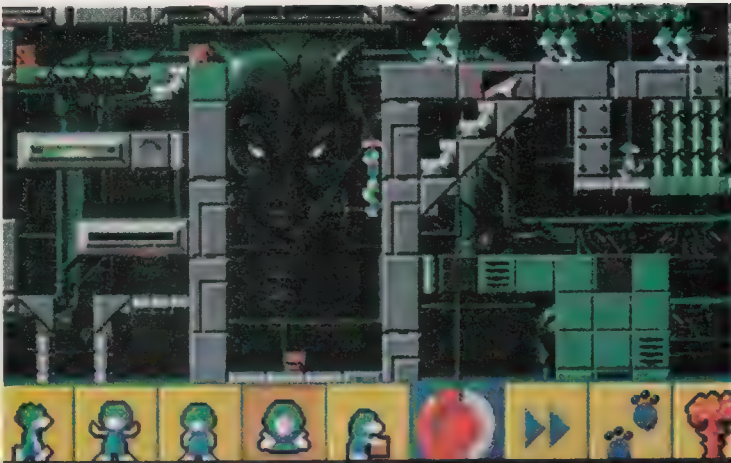
More plug graphics and more leaping and bounding to be done by Flink. What a lot of hair he has on his head. What a wuss, in short.



A glimpse into the pre-production of *Flink*. These detailed drawings of every section of the game provide the bare bones of the gameplay.



A New World of Lemmings 3



Suddenly the Lemmings have taken on a whole new look. Sharp graphics, impressive backgrounds and smooth gameplay make this intriguing.

With possibly one more Lemmings game to come, that being 3D Lemmings, you would have thought that Psygnosis had just about as much as they could from a single game. I bet you are all saying OH NO, NOT MORE LEMMINGS (Derek, you're such a wag — Mark). Well that is exactly what I said when I was told to look at the new game. Having enjoyed the first experience, I just could not face another Lemmings but in my line of duty and the fact it is possibly coming to the CD32 I thought, I'd get it over with.

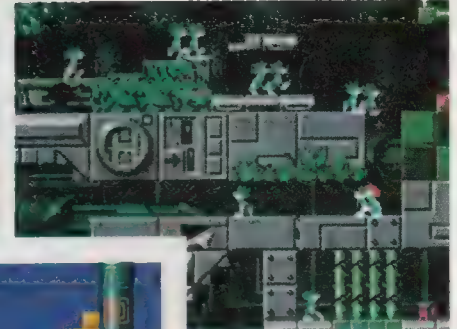
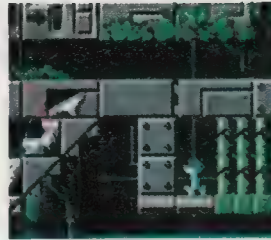
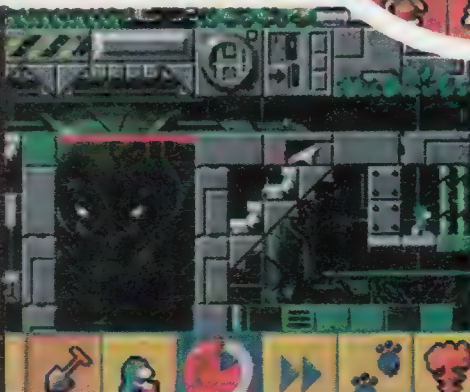
First off, the neat intro and lush static pages that introduce the levels as well as the backdrops look alot nicer. After playing the game for well over an hour, not getting far because it is tough, I must say this was as compelling as the first time I played the game. What Psygnosis have done is to add some more game play, and stripped away lots of the ever

change tasks/attributes the Lemmings have got, leaving the player 5 main tasks to concentrate on. This really does work a treat; within 15 minutes you'll understand the task in hand which allows you to get on with solving each level as opposed to wondering which Lemming to click on. In effect the game builds, allowing you to learn about the objects, get into the game at a gradual pace and essentially enjoy yourself!

It appears the Lemmings Ark has been blown away and you are left with 3 Lemmings tribes from Lemmings 2, which are Egyptian, Classic and Shadow all kitted out in their appropriate gear, as they attempt to make it back to their tame homeland.

All the levels have added dangers - with some really nasty flying critters, you must also rescue some Lemmings as well as

A Lemmings life can be a lonely one. Look at that poor little chap stuck behind the green barrier — no-one to talk to, nobody to tell his innermost feelings. In fact, that's the least of his worries — he's got to find a way out of there before time runs out and he's nuked off the face of the very planet.



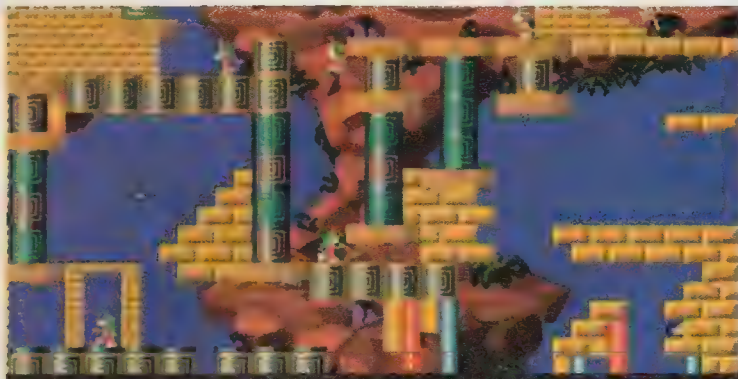
interacting with the objects you find, like bricks, umbrellas and spades and above all find the exit and make it to safety. DMA must have some really clever guys sussing out these scrolling screens that make up each of the levels. As you look around the long screen, which is approx. 2 by 2, it is easy to see the exit but ruddy difficult to make it

there. With plungers to help a Lemming up a wall, a spade to dig with, and a brolly to jump from a great height without injury, you would have thought it was a breeze but with a limit on your resources once you have used say your plunger to get one Lemming across a void you find he is standing helplessly and you just can't continue the level. The standard build a ledge option is also incorporated, speed up and blow up the whole darn level and start again is here! It is not just a question of getting as many Lemmings as possible to safety, it's more a question of solving the dastardly puzzles. The customary stoppers, dancers and jumpers are some of the default options for the Tribes and it is a case of finding the right objects in the right sequence, using them at the right time and using your brain to total overload.

Although Psygnosis have graphically enhanced some of the game, to most players the overall look is the same on the main game screen but the interface is far quicker and easier to use with added animations for all the sprites making it more interesting to look at. With an A1200 version in the works, there's every chance we'll see a CD32 version — look out for more news soon! ■

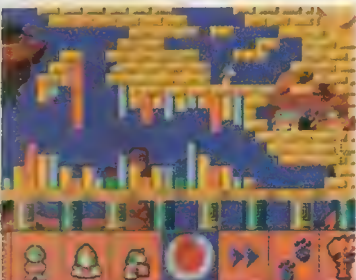


Here we see the Lemmings pulling together and working as a team. Hang on a sec — what they pushing that Lemming into? Murderers!

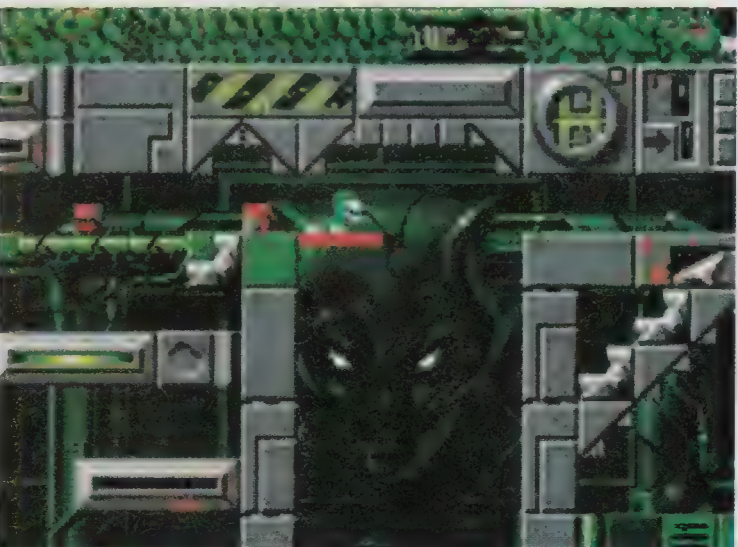


Again, the trick is assigning the right skills to the right Lemmings at the right time — and when there's a lot going on at once, having an eye on every corner of the screen also becomes essential. Where you get those extra two eyes from is another thing though.

Ah, more fun and frolics as the Lemmings leap from pillar to post and back again. Methinks that those nasty little blocks below could be squishing and squashing our green haired pals if they're not careful. It's a matter of strategic movement — get it wrong and it'll be a matter of nasty bowel movement on the part of the Lemmings. Not nice.

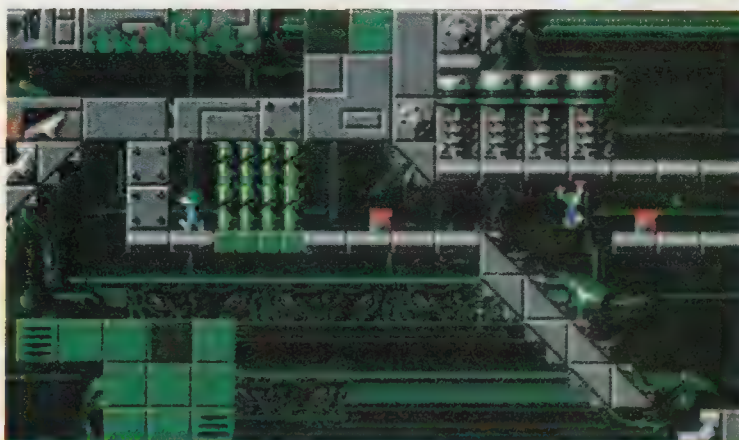


As in the original games, things can get a little too frustrating — that nuke option becomes all too easy to use. Mind you, our psychotic editor still breaks into giggles of glee when the Lemmings stick their fingers in their ears and explode in the first game, so he'll probably be enraptured for weeks with this. He won't get anywhere — he'll just sit on level one and press the nuke button all the time. What joy for the rest of the team.



Preview

PUBLISHER: Psygnosis PRICE: £TBA
DEVELOPER: In house RELEASE DATE: TBA



And here is the Green Room. If you look closely, you'll notice a little Lemming making his way across the ceiling with but two plungers making sure that he won't fall to the ground and end up a nasty mess. Meanwhile, another Lemming turns his back on this scene, since he just cannot bear to watch. Sensitive creatures, y'know. A bit too thick for my liking though.



CD review

When the CD32 was first launched, the face of the future software was a snarl painted on 3D rendered metal. Despite the fact the CD32 demo was a blotchy digitisation of a PC intro, *Rise Of The Robots* has invariably headed readers' Most Wanted lists. Corporate manoeuvrings delayed its release by a year, but at last the future has finally arrived.



As you'd expect, the mega-game to end all mega-games opens up with a long FMV intro. A cliché flyby of the futuristic city of Metropolis 4 brings our Cyborg hero to his date with destiny at an Electrocop factory. The plotline is that the production-line has ground to a halt due a robots' revolt organised by the slick, new Supervisor robot. Made out of shape-shifting liquid metal, she's apparently made the

leap to independent, intelligent thought and the bosses, of course, don't want that. A brief Brian May riff provides a suitably heavy metal start to the proceedings and we're taken into a briefing room. On the viewscreen before the Cyborg are some exceptionally comprehensive options. You can turn off the robots' shadow and screen shake to speed things up, the number of rounds per bout can be increased from three to seven, the time limit to 90 seconds or simply disabled, while two-player mode comes with a handicap to give the inexperienced a chance against hardened veterans. There isn't, however, a comprehensive SFII-style scoring system. After your a three, five or seven round bout the game resets to options rather than allowing you to change fighters, but retain an overall score.

A more significant omission is the option to have two robots fighting each other. This is because robots such as the Builder and Fighter are so big – a gasp-inducing two or three times larger than the Cyborg – that having them go head to head would be impossible. It's a shame since the Cyborg is probably the least characterful of all the graphics, but there is a secret mode to at least have two Soldier robots in combat.

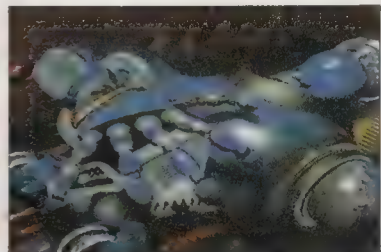
The one player mode demands you only play as the Cyborg, which is fair enough not only for technical reasons but also the plot. *Rise* is a game with a real storyline and its dubious hero is the

Cyborg who must fight through the other robots to reach the Supervisor. While all the other robots can be practised against in the training mode, the Supervisor can't be selected (well, without a cheat) and meeting her is a powerful incentive to keep fighting. A stylish droid she presents not only the toughest, but also one of the most interesting challenges with her special, shapeshifting attacks. Then there's the end sequence to resolve the story.

All of the robots are actually very impressive. The short, FMV intros for each of the robots not only heighten the game's brilliant atmosphere, they also emphasise the quality of the in-game graphics for once. The same 3D models used for the FMV are only marginally degraded for the actual game. Despite being endlessly splattered across preview pages, the robots remains fascinating sprites. The 3D rendering process makes them entirely believable as machines, each and every action seeming to consist of solidly interlinking hydraulics and pistons. Yet at the same time each robot has its own character; the Builder is sluggishly aggressive in a believably violent gorilla fashion, while the Crusher has a full repertoire of repellently insectoid moves. The beauty of the graphics system is that first-class 3D artworks really have been brought to life.

While the game undoubtedly lives up to the hype on the graphics front, the gameplay side isn't quite so solid. The robots may be brilliant, but there's not that many of them – so before confronting the Supervisor you have to go through her underlings not once, but twice. The second time around they're tougher, of course, but it doesn't really compare with *Ultimate Body Blows*' 20 odd characters. The game's variety also suffers from the fact a planned bonus game was never finished – overall *Rise* doesn't quite have the scope you expect from a real mega-game.

Another source of controversy is the in-game animation. Unlike any of the competition, including *SFII*, every move is represented with near perfect realism. The game doesn't jerk between brilliantly drawn poses, it makes every move totally believable through countless frames of animation. It even has chunks of metal go flying off accompanied by some brilliant sound effects. There is, however, a price for this. In a conventional beat-'em-up you can generally snap between various

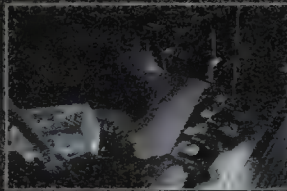


Ah. The poor lad don't look too well here. And what's this? A human eye peeking through? So, despite the robotic exterior, this cyborg's human element really is at the heart of it all. Well, it was until he bought himself a one way ticket to oblivion. Oh well, time to start again I guess...



ATTRACT Mode

Rise is packed with nifty Animations which'll leave your jaw in a permanently dropped position!



The Rise Of The

Robots

Eek! Talk about an unfair fight, I feel quite sorry for that poor blue fellow. Oi, Mr big red robot! Go pick on someone your own size. Actually it might be quite hard to find someone your own size. Oh well. You better just carry on.



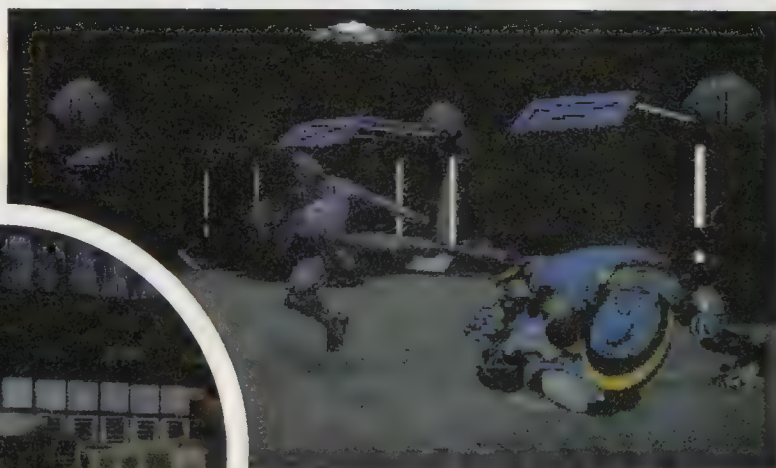
moves in an eyeblink. It may not be that realistic, but the speed of *Ultimate Body Blows* made for lightning combination moves. Rise doesn't really allow for that, with each move being realistically followed through before you do something else. While some people might not like it, you can't argue that it doesn't perfectly suit the character of the heavy industrial robots.

This realism is reflected in the control system. Mirage have made no attempt to exploit the CD32 pad, preferring to retain the single-fire button approach used for the original PC game. To add variety to the limited number of moves, a power bar system operates. By holding down fire you cause a bar to increase, release your move at its maximum and you get around 50% more impact. It's a reasonably effective system, but it does reward the player who can plan his moves, carefully timing moves to cause most damage.

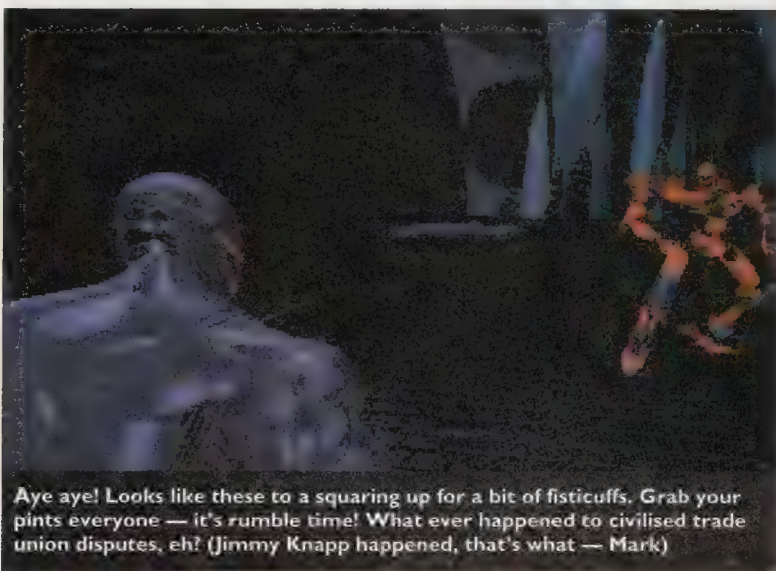
To conclude, *Rise Of The Robots* really is like a Hollywood blockbuster. Underneath all the Industrial Light & Magic effects there's a fairly conventional core. And as a beat-'em-up ROTR is good and certainly demanding, but it's doubtful how many people would rave over its slow, tactical control system without the graphics. But then again who goes to see a Schwarzenegger movie for the plot? *Rise Of The Robots* is a technical breakthrough on a similar scale to *Terminator 2*, a visual showcase which points to the future. It also has an involving and interesting narrative which is practically unique among beat-'em-ups and it even plays better than most. Despite over a year of constant hype, *Rise Of The Robots* just about manages to live up to the enormous expectations which surround it. ■ SSW.....



■ PUBLISHER: Mirage ■ PRICE: £29.99
■ DEVELOPER: In-house ■ OUT: Now



That looks a bit below the belt. C'mon chaps, let's have a nice, clean fight shall we.

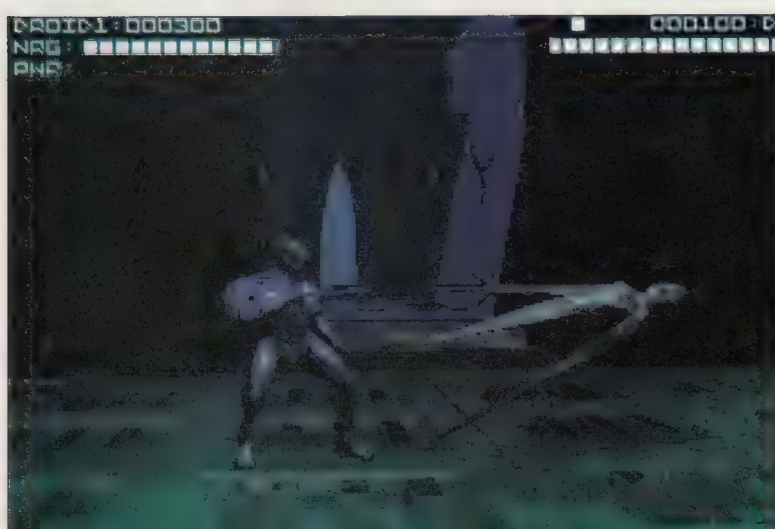
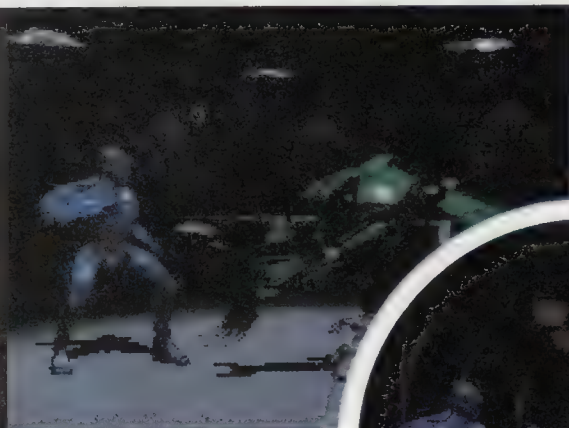


Aye aye! Looks like these two are squaring up for a bit of fisticuffs. Grab your pints everyone — it's rumble time! What ever happened to civilised trade union disputes, eh? (Jimmy Knapp happened, that's what — Mark)

The quality and class of the graphics just can't be overstated — there's just so many poses and frames of animation to behold. Even the backgrounds look the business. Fortunately, the gameplay's up there too, resulting in what's possibly the ultimate fighting game on the CD32 at present. Of course there are little things that could be changed — more characters would've been good — but what you've got is a bleedin' good beat-'em-up.



Here mate — watch what you're doing those pincers, eh. You could put someone's eye out. You what? You're gonna put more out than my eye? Right, pal, I believe you're spoiling for a biffing. Do you mind if I just make a quick phone call first?



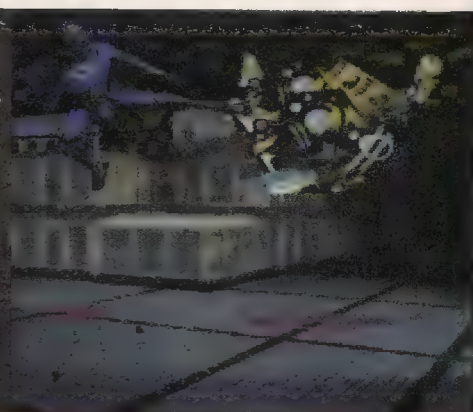
'Ello, 'ello, 'ello! What's going on 'ere then? Threatening behaviour towards an outsize safety pin, eh. Well, my old china — you're looking at six pigeons and a woof in the slammer. Only joking folks. I'll let you into a little secret. That there isn't actually a safety pin at all but the incredible morphing supervisor droid in the middle of one of its devastating and unpredictable attacks.



If you thought T2 was impressive in the special effects department then you'll be quite gobsmacked by the dreaded supervisor. The animations are a little bit special to say the least. If any computer game nasty ever struck fear into the heart of would-be heroes it's this one. If you feel like putting the shoe on the other foot why not try and find the secret code which puts her under your control? Heh heh...



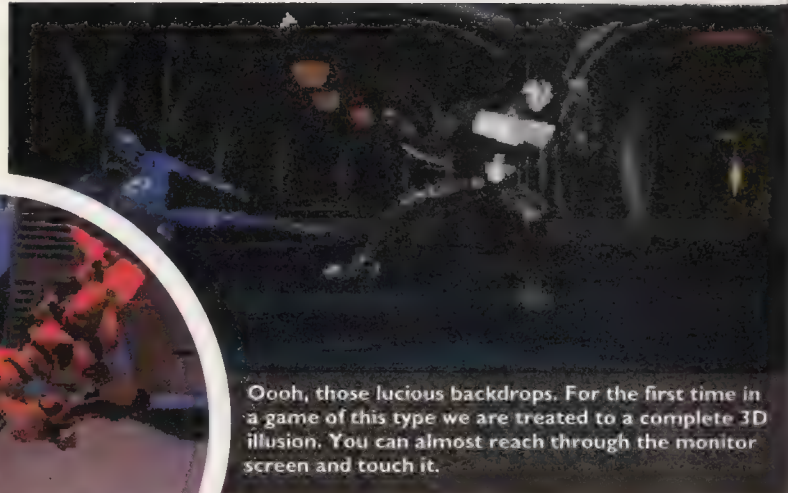
It's incredible how many moves have been packed into *Rise Of The Robots* and they can all be accessed from a single fire button. While you're jumping, as here, the button, combined with a direction, will have a completely different function than if you're standing or crouching. This allows for a standard joystick to work, so you won't have to shell out on another pad if you already own a normal stick. Mind you, a six button option would've been good...



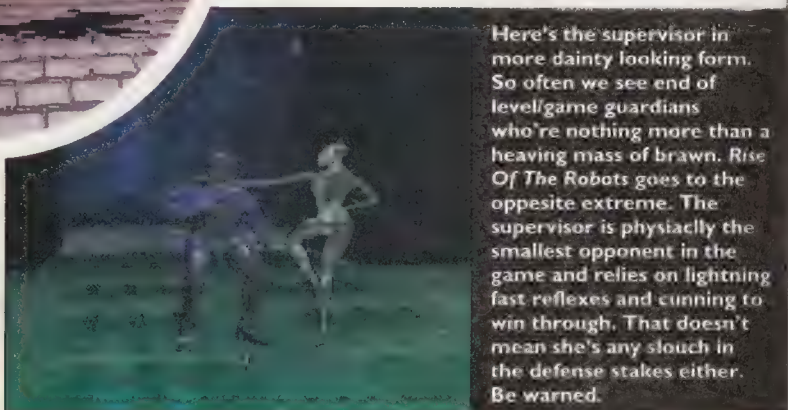
"...as a beat-'em-up *ROTR* is good and certainly demanding, but it's doubtful how many people would rave over its slow, tactical control system without the graphics."



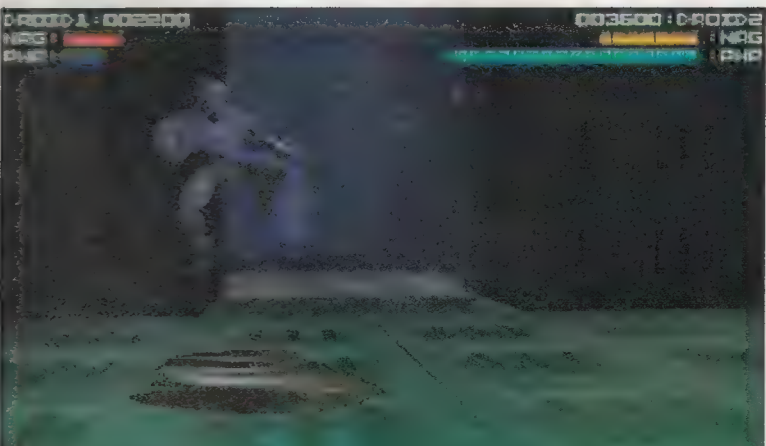
Is it a bird? Is it a plane? No — it's several tons of metal and it's about to land on your head, matey. Seriously, Superman might have flown through the air with the greatest of ease but how these walking masses of mechanics and armour are supposed to do it is frankly beyond. Call me an old cynic if you like but it has to be said.



Oooh, those luscious backdrops. For the first time in a game of this type we are treated to a complete 3D illusion. You can almost reach through the monitor screen and touch it.



Here's the supervisor in more dainty looking form. So often we see end of level/game guardians who're nothing more than a heaving mass of brawn. *Rise Of The Robots* goes to the opposite extreme. The supervisor is physically the smallest opponent in the game and relies on lightning fast reflexes and cunning to win through. That doesn't mean she's any slouch in the defense stakes either. Be warned.



I honestly don't know what's happened here. Maybe our hero, the fearless Cyborg, has laid a monstrous robotic guff or what I couldn't say (it's not listed with the other special moves) but something seems to have caused our opponent to do an unashamed runner. Never mind. It looks Mr Cyborg is amusing himself with a spot of leaping about for no apparent reason. It's a common medical condition most often encountered in children and rabbits.

Profile

- 1-2 PLAYERS
- 5 SKILL LEVELS
- 3 SAVE POSITIONS
- No Save game
- CD32 ENHANCED
- CD music

PROS: The rendered 3D graphics really do set new standards for videogame graphics. It's not simply that they look good, but the incredible realism of the animation that they allow. Gameplay is tactically minded with a novel powerbar system and a couple of unspectacular, but highly useful special moves per character.

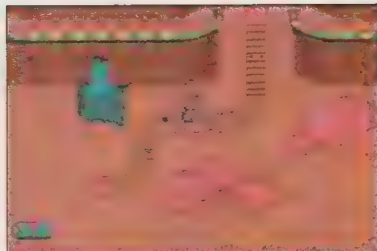
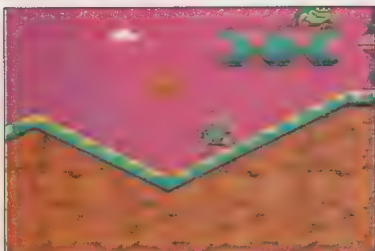
CONS: The game's very realism means you can't have the cartoon-type speed of say *Ultimate Body Blows*. It's also a pity there aren't more characters to fight with.

GRAPHICS
SOUND
GAMEPLAY

90%

CD review

Long gone are the days when pink was a girly colour. Meet the fearless, tough, nineties dood with an environmetally friendly attitood. A word of warning for anyone tempted to try any of the actions portrayed in this game — remember what hapenned in Jurassic Park!



We're an 'orrible lot aren't we, us humans. We eat chips, belch out noxious fumes into the atmosphere (ooer!), hunt innocent animals for pleasure. We wage war on one another, we burp, we fart and, basically, we're not very pleasant to be around. In the debate as to whether or not aliens exist, one argument against is, if intelligent life does exist beyond the Earth, why have they failed to contact us? Frankly I'm not bloody surprised they give us a wide birth. It's the greatest evidence there is for the existence of intelligent life beyond our own!

How different our world is to the planet Purple, and how different our culture is to that of its inhabitants! Purple lies millions of light years away in an entirely different galaxy. Man has never gazed upon its pink horizons or purple plains, yet one of its inhabitants has taken more than a passing interest in some long lost denizens of our own world. More of that later. To fully understand the game, first we must understand the kind of creatures we are dealing with here, as we don't come across their like too often on mucky old Mother Earth.

Planet Purple is inhabited by a wide range of creatures, just like the Earth. Over the the millenia one species has become dominant over the others, just like the Earth, and they are called the Pinkies. That, however, is where the similarity ends. You see the Pinkies are a very friendly and ecologically aware breed. There's nothing they hate more than nastiness towards others and pollution. Therefore they've devised fuels whose emissions actually benefit the environment and they put all their great interlect into trying to help other, less fortunate races.

Favourite passtimes for the Pinkies involve typically creative persuits such as gardening, for which they are renowned throughout the stars.

There's nothing more than a Pinkie like better than broadening his own intellectual horizons. How else could he fully appreciate the serene world in which he lives, so reading is a hugely popular way to wile away the hours after a hard days work.

For this reason, the Pinkie's libraries are stocked with vast numbers of volumes gathered from all over the universe and it was through one of these alien works that our



story comes about.

A young Pinkie whose name, by coincidence, just happens to be Pinkie, was reading a book on the natural history of a far distant world when he came across a story which touched his soft little Pinkie heart. It told how, millions of years earlier on a planet called the Earth, huge beasts known as dinosaurs roamed freely. They were not, as the Earth's current tenants believe, stupid however. The dinosaurs became aware of a huge meteor heading for the planet and built themselves spaceships with which to escape (Hmm. Realism rules here, right? — Mark). Unfortunately, being such peace loving creatures, they were easy prey for various space predators and were all but wiped out. Eggs still exist however, though they're spread over several planets, but without them the dinosaurs will soon be no more.

Pinkie was so moved by the Dinosaur's plight that he took it upon himself to rescue the eggs and save the mighty beasts from extinction. Some swift work with his telescope revealed to him the planets where eggs were likely to be found and, pausing only to buy a super-useful Pinkie Pod, he set off on his quest.

The adventure will take him through five worlds, each made up of numerous sections. Rocky World is first, with it's craggy cliffs and long drops. Next is Electroland, then the charming sounding Gloopy World. The Alien is a living plane, a gigantic creature who plays host to millions of parasites. Finally there's the chill plains, but there's no time for mellowing out in the hostile blizzards of this icy place.

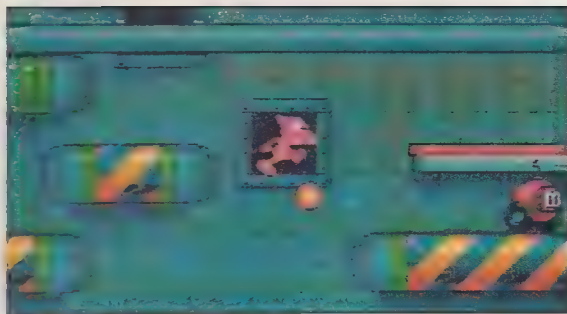
Pinkie's quest would be impossible were it not for the remarkable Pinkie Pod. On foot he's a nimble little mover who can run, jump and fall great distances with only a little bruising the result. Leap aboard the Pod, however, and he really becomes a force to be reckoned with. As a basic model, the pod comes equipped with two gadgets. A dino-egg storage compartment — no prizes for guessing what goes in there—and then there's the ingenious extending body. Is there a platform you can't quite reach? No prob, Bob! Climb aboard the Pod and the hydraulic lifter will take you as high as you want to go, provided there's nothing in the way, of course. It works a bit like the expando-suit in *Robocod*.



My my, little Pinkie looks like he's in a bit of a mood here. Well wouldn't you be if the sky was that colour all the time. I mean, it's hardly conducive to serious relaxation now is it?



With determination written all over his face, our hero bounds into action. Unfortunately he's only scored a measly 200 points so far, which means there's a heck of a lot of work to be done yet.

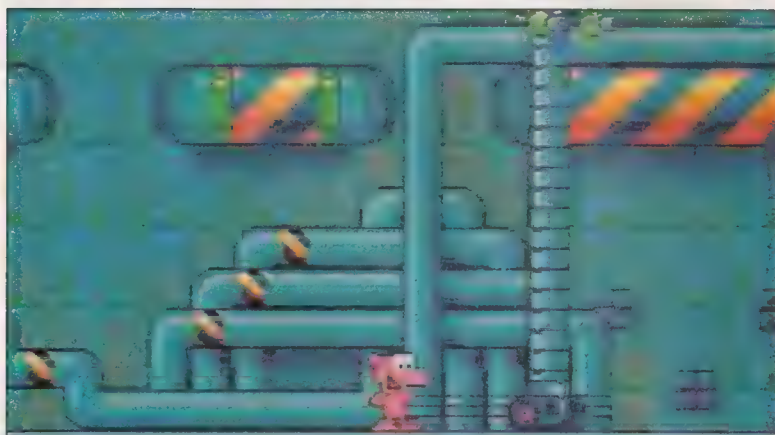


Pinkie



Aaieee! What's happening here? These creature are very annoying. They don't kill you but they do dump you miles from where you want to be!

■ PUBLISHER: Millennium ■ PRICE: £29.99
■ DEVELOPER: In-house ■ OUT: Now



What now? Pinkie stops a while to catch his breath and ponder the next step of the mission. Or maybe he just can't remember where on Earth he parked the Pinkie Pod. A common occurrence in the game.

Nevertheless, in it's 'off the conveyor belt' state it won't do everything required of it during the mission. Luckily extras can be purchased at the shop with money gained through rescuing eggs and collecting bonus icons.

The first thing to add to the Pod's armoury is the boxing glove. Once equipped, pressing fire while aboard the Pod will cause an extendible glove to emerge from the front of the vehicle and punch through any nasty blockages. Get a set of go-faster stripes and the Pod will do just that, then a spring enabling it to jump onto higher platforms. The addition of a new handbrake allows you to leave it safely on slopes while you go off in search of eggs, and flippers allow it to be driven underwater. Pinkie must watch out when moving underwater though. He's only a small creature, and only has little lungs. He must therefore return to the surface at regular intervals for a breath or risk drowning.

The most useful add-on, however, are the side extenders. These are rods which come out from the left and right sides of the vehicle allowing it to straddle adjacent platforms and lift itself up to higher ones.

Many creatures patrol the levels and contact with these causes young Pinkie to forfeit one of his six lives. Being such a peace-loving fellow, he's not about to go blowing 'em all away with an Uzi. He'd far rather avoid them but particularly tiresome ones can sometimes be stunned by bouncing on their heads.

When an egg is found it must be picked up and carried carefully to the Pod where it can be safely contained. Should you drop it on the way the terrified baby dino inside will kick its legs through the shell and run off. You must then leap on it to stun it and return it to the Pod.

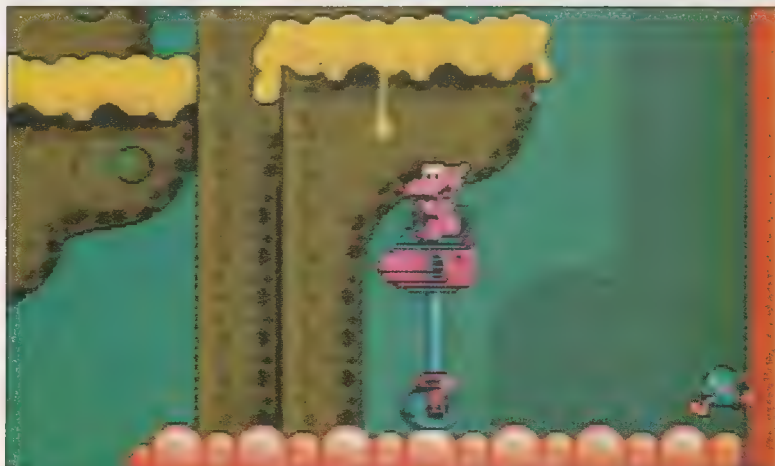
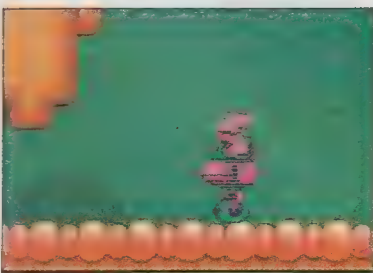
Each time you complete a stage you'll be taken to a Mario-style scrolling map which allows you to choose which stage you want to tackle next. It also shows how many eggs remain on each. From here you may also choose to return to the shop as it'll take quite some time to amass the funds to fully kit out the Pinkie Pod.

And the Pod it is which gives Pinkie the game its strength. technically it looks like a reasonable platformer with an easily identifiable central character, though he lacks the dopey charm of Alfred Chicken or the steely poise of Sonic.

The main appeal I found with Pinkie was the fact that it's so relaxing to play. So many platformers can simply frustrate as you die and die again only to be returned to the start of a level each time. With Pinkie the conflict with nasties is kept to a minimum and most are easily avoided with a little jump. In essence it's almost like a puzzle game with mapping overtones. The ideas to work out which Pinkie Pod gadget to use on the current problem, and how exactly to use it. This means the game can be taken at a nice, leisurely pace and you never need to get irate. Any mistakes you make are entirely of your own doing!

There's a large quantity of game in here, that's for sure. So much so, in fact, that the omission of a password system seems rather odd and detracts a little from an otherwise polished and pleasant title. ■ MG

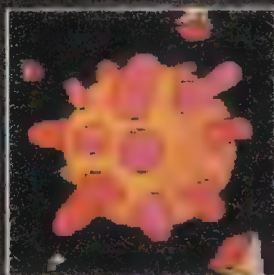
I hope, for the perky pink fellow's sake, that there's a platform just below. Pinkie can't be killed by a long drop but he will be dazed for a few seconds. Bad news if any nasties happen to be passing by at the time.



Whoopie, our favourite part! Gloopy world's so much like the CD32 Gamer office it's almost spooky. The strange odours, the squelchy floors, that mucus dripping down the walls. Sinister!

The wonderful world's of Pinkie

Dozens of levels await Pinkie as he attempts to save those lovable dinosaurs from extinction. All incorporate their own problems and hazards for our brave little hero, however, certain properties are unique to each world. So, let's have a quick shuftly shall we?



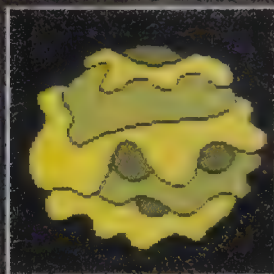
Rocky World

Many cliffs and high plateaus make Rocky world quite difficult to negotiate without careful use of the the various Pinkie Pod add-ons. Also, look out for underwater currents which can sweep you a long way from where you were heading, meaning a lot of back-tracking on some sections.



Electroland

This lost world seems to be a floating monument to a long dead civilisation. It's packed with robots, rusty machinery and all kinds of mechanical nick-nacks. No trace remains, however, of who, or what, created them. But that's not your concern. Just get them eggs and get on with the job in hand.



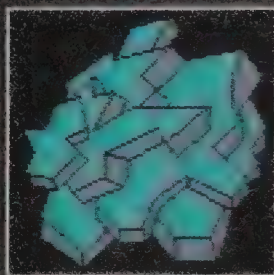
Gloopy World

Squelchy, soggy, mushy, none quite describe this place as well as its given name. Travelling around Gloopy world is very similar to living in a Saturday morning kids game show in which the gunk tank has gone renegade and completely taken over the entire studio. Ugh!



The Alien

The strangest of all the mysterious places Pinkie will encounter on his interplanetary travels. It's not a planet in the normal sense i.e. a molten core surrounded by various igneous rocks with a life sustaining surface. The Alien is just that. A living breathing creature.



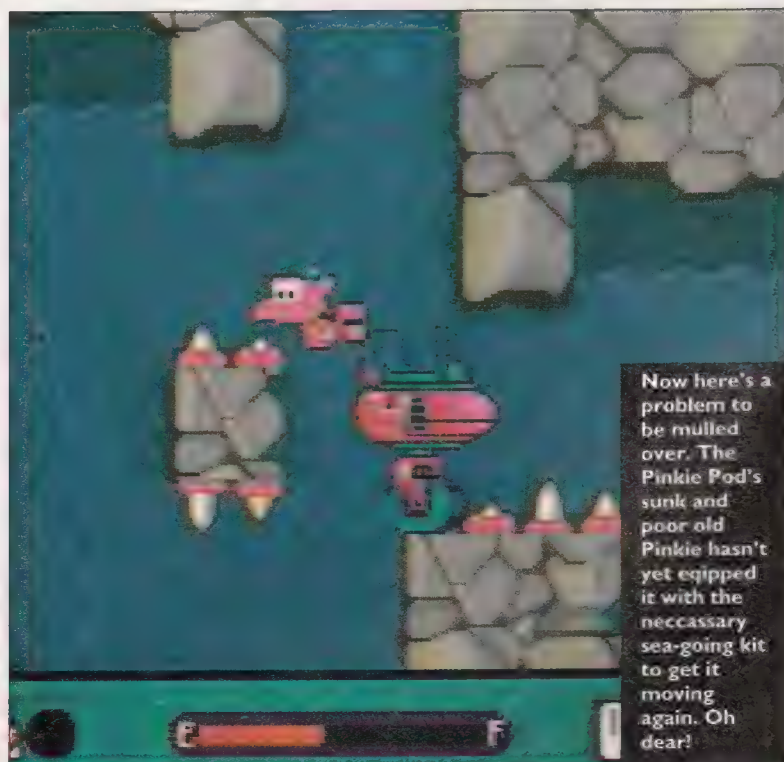
The Chill Plains

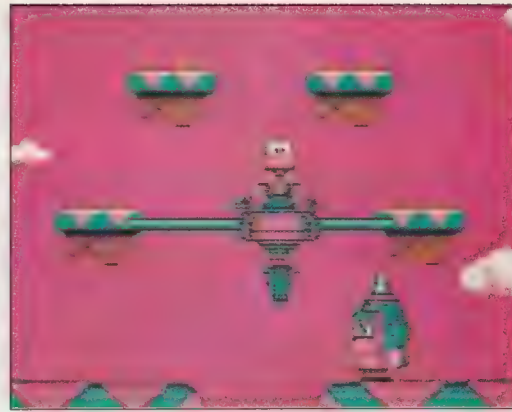
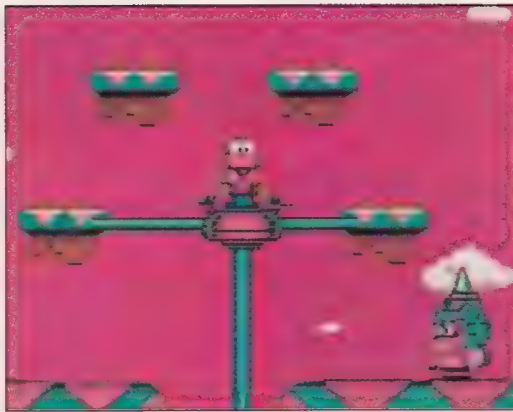
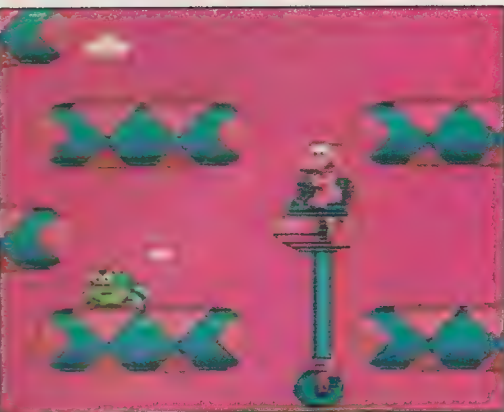
Here's the obligatory ice world in which Pinkie slips all over the shop, unable to get a good grip on the snow covered platforms. The spiky wheels are an essential item for the Pinkie Pod if any progress is to be made. Also, watch out for the spiky underwater corral reefs.

Woah, put the brakes on! That's right folks — it's another one of those horrible slippery, slidy ice levels which everyone in the whole world hates, yet programmers insist on every platform game having one in there somewhere. Personally I tire of such frivolity. Hey ho, one thing's for sure — young Pinkie's going to be heading for the icy deeps very soon cos that's a nasty looking slid.



I don't mean to be an old 'I told you so' but, well, I told you so. If you're listening, Mr Programmer, I hope you're satisfied. The cute and cuddly little pinkie is now freezing his butt off and for what? Mind you, the icy world is one of the tougher worlds in the game — it's a shame it wasn't quite as original as the other level though.





"The main appeal I found with Pinkie is the fact it's so relaxing to play. So many platformers can simply frustrate as you die and die again only to be returned to the start of a level each time."



Here we are, inside the Alien. That arrow on the right shows the level exit. Simply stand underneath it, pull down and press fire to be returned to the map screen. Be careful not to leave the Pod behind though, otherwise you'll just have to come back and get it.



Hi Pinkie, or should I say 'High Pinkie'? Ho hardy ho hum. But that extending Pinkie Pod sure is a marvellous invention. Just think of the benefits of owning one. You could watch football matches for free and everything. Best of all though, imagine being a peeping Tom. (As usual, Miles G is getting carried away. Oh, er, no pun int... Doh! — Mark)

Profile

PLAYER SKILL LEVEL SAVE POSITIONS No save or passwords CD32 ENHANCED	GRAPHICS ■■■■■■ SOUND ■■■■■■ GAMEPLAY ■■■■■■
--	--

PROS: It's all very easy to get into but the puzzles will soon get you hooked. The sheer size of the thing will give you many an evening's entertainment during the cold, wintry months.

CONS: It may be a bit light on action; some arcadesters and the lack of passwords makes things rather heavy going when you're retreading old ground.

84%

CD review

No! Before you ask, it's got absolutely nothing to do with getting up in the middle of the night to go for widdle. *Vital Light* is actually rather a spiffing journey inside your computer, and a jolly good blast to boot. Want to know more. Well you've come to the right place. Read on.



Ever since computers came into being, mankind has treated them with a healthy respect. Perhaps born of the fact that finally something existed whose power, or potential at least, was superior to that of man. Perhaps we were scared of something able to draw independent conclusions from information supplied which might not agree with those of its creators. The idea of the rogue computer was born with films like *War Games*, *Failsafe* and, later, *Terminator* depicting the worst scenario. Computers in charge of the world's nuclear arsenals decide human beings are an unnecessary inconvenience and set about eliminating them.

A few years ago (towards the end of the seventies to be a bit more exact) there was a film that turned the idea on it's head. In *Tron* it was the man who invaded the world of the computer, instead of the other way around. A human was shrunk down to battle through an electronic land populated by various electronic blips and blops.

Home computers were just becoming popular at this point. We'd all seen Pong on the Atari 2600 console and realised how immensely dull it was. For the first time people were beginning to look beyond simple left/right fire, to the great new possibilities offered by the powerful new machines from Sinclair and Commodore. The Spectrum and C64! One early game actually suggested that the computer is not simply a piece of inanimate hardware, but an environment within which real life exists. The program *Little Computer People* claimed to give you access to the living bods, or LCPs (little computer

people) in your computer. Load the game and you'd see you own LCP on screen. It was a bit like having an electronic pet. You could build him a house, give him all kinds of stuff, and see how he responded to different treatments. It was all quite fun at the time, honest!

But everything gets bigger, better and more powerful in time. Computers today are a far cry from those early machines and obviously their inhabitants are far more sophisticated also. No longer is there room for no more than a small family of LCPs. Your basic 32-bit CD console contains a whole city. The city of Ramron to be precise. A sprawling metropolis of towering skyscrapers and plexiglass exterior walls. But who are all these people? Well, I'll tell you. They're all the sprites from all the games you've ever played. It's a bit like the silicon version of Beverly Hills. And you thought people spent hours programming animations and such like for games. Not so! they simply ring up one of the many inhabitants of Ramron every time there's new role to be played and the modern day LCPs do the rest.

Some of the buildings are a little old (dating back as far as 1979) and in various states of disrepair. These are home to long forgotten characters from games of the past. Horace, anyone?

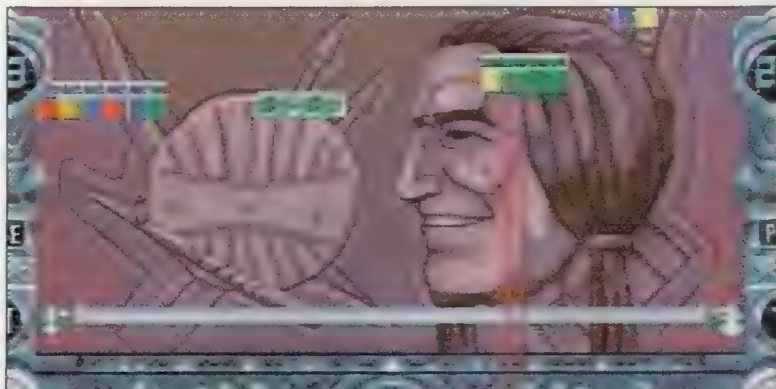
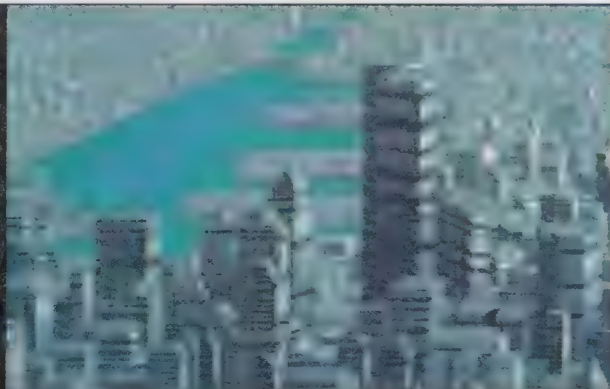
Posher areas are for today's heroes. The most upmarket area of all is Fire Button Boulevard where is situated the highest, flashiest building in the city, home of (according to Millennium) the greatest game of all time, ahem. Nothing like a bit of modesty, eh lads! Five people work within the walls of this vast complex and all must be defeated if you're to learn its mysterious secrets.

These five people are the Machine Activated Guardians, known as MAGs for short. They are Bubo, Erny, Nick, Jake and Coll. Each one controls 15 of the games, um... maths break, ah, 75 levels, phew!

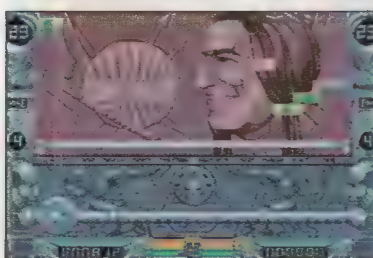
So what's it all about then? Well, the game takes place in a single chamber. Screen bottom is Zeeram — a laser with five different colour settings — red, yellow, green, blue and grey. Zeeram can be moved left and right on runners across a thin tube. Above Zeeram is a force shield and above this is the play area. The current adversary doesn't actually appear on screen, but he's there and must be outwitted if you're to progress.

Rows of blocks are dropped from the top of the screen by your opponent. These blocks can be in any combinations of colours, coinciding with the five colour modes of the Zeeram and need to be destroyed. There's two shades to each colour making a total of ten in all. Unfortunately the laser is not powerful enough to destroy the blocks itself. That would make things far too easy, however, blocks will self destruct if the whole row is the same colour. When zapped, a block will change to the colour corresponding with that currently selected on the laser. By constantly adjusting the laser you should wipe out the blocks before they reach the force shield. Should they do so they'll sap it's energy. It can withstand nine hits before it's power is drained and the game ends, at which point you can use one of your two continues.

The two sides of Ramron. Above are the rich stars of Today like Sonic, Mario, Johnny Cage and the like. Below are the delapidated dwellings of the many sprites who've slipped into obscurity.



I don't know what that Injun reckons he's got so much to be happy about. If someone doesn't zap all thos blocks pretty sharpish they'll be smoke, but not of the signal variety, that's for sure.





Vital Light



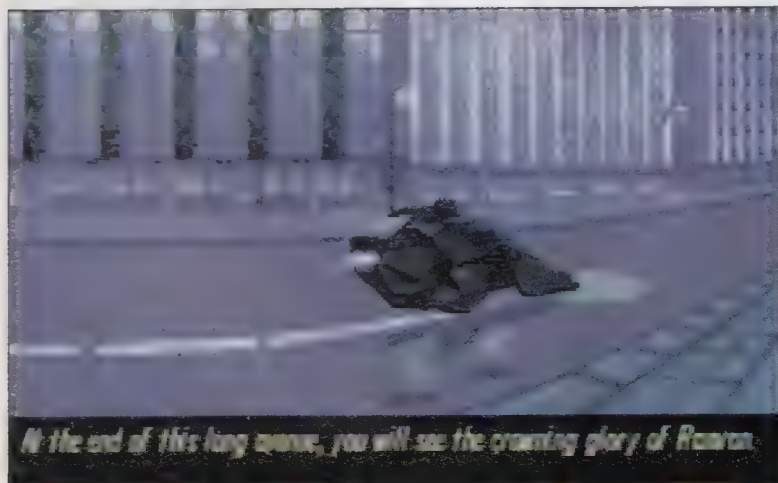
When you shoot a block its colour will change as follows. If you shoot a dark red block with a red laser it will turn light red. Shoot it again and it will go back to dark. Shoot a light yellow with red and it'll turn light red, shoot a dark yellow and it goes dark red. It is the same for all colours i.e. like coloured laser toggles between light and dark, different coloured laser changes the colour depending on the shade of the original block.

At the start, the blocks fall at a regular rate and can be dealt with in pretty standard fashion, but as the levels advance in difficulty and the opponents advance in intelligence things become more fraught. New hazards are introduced to make things more interesting. Sometimes there'll be a coloured marker above the falling blocks. This indicates that row of blocks will only be destroyed if their colour matches that of the marker. Other times you'll find certain blocks moving faster than others. If you need to get from one side of the screen to the other in a hurry, you can call on the Spuch brothers. These twins appear as faces on the bottom left and bottom right of the screen. Move Zeeram into one or the other's mouth and the laser will be zapped across the screen in double quick time.

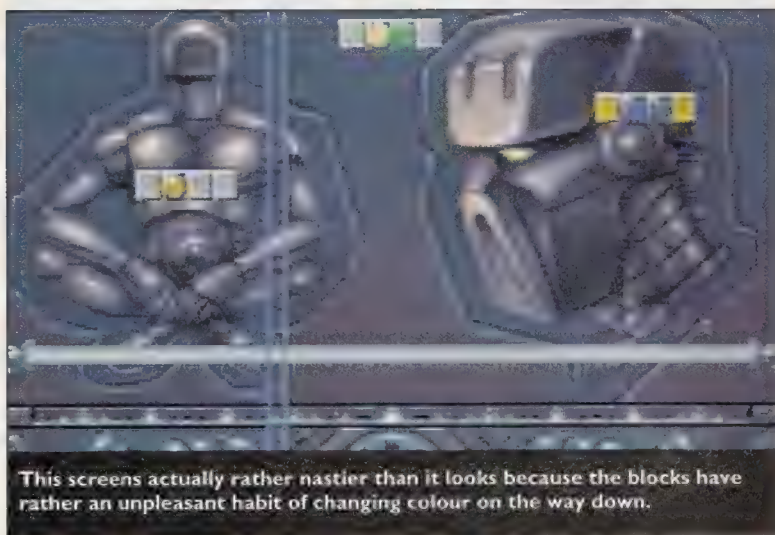
Other hindrances can include the running tube being damaged, in which case you need to get a Spuch bro' to fire you across the breakage to repair it. Now and again glass canisters will appear on the tube to block your path. The only thing to do is to keep bashing into them until they smash.

To complete the game you've got to fight your way right up to Coll, the boss of the bad guys, and defeat him. Every few levels a password is given and you can watch the five characters arguing and slagging you off for a couple of minutes while you get your breath back for the next section.

It's a game which relies on simplicity for its accessibility and a tough difficulty curve for long term appeal. Looking beyond the presentation, you've got a game with strong links to *Space Invaders* though, the way it works, it's rather more involving, like *Tetris*. The



PUBLISHER: Millennium PRICE: £29.99
DEVELOPER: In-house OUT: Now



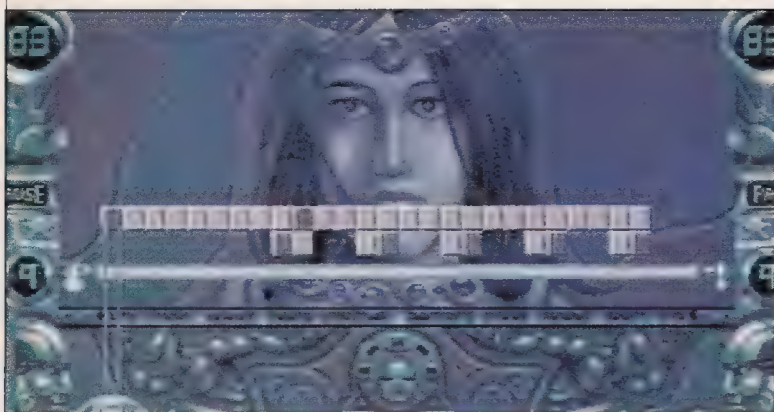
action's certainly furious and gets you up and swearing very quickly. A state of affairs which is sometimes to the detriment of the game but here it seems to work. The inclusion of passwords does as much as anything else to earn overall recommendation though, as without them it would have been simply too frustrating.

There's a humorous sideline with the characters mucking around between levels but the appeal of this soon wears off. Fortunately you can choose to skip their rantings and get on with the action.

I have a few reservations concerning the appeal of a title like this in, say, a months time due to the lack of variety an offer but as a simple, challenging reaction test there's not much out there to compete with it. A certain amount of thought is called for in that you need to decide quickly which is the best colour to use on each row. In fact, your brain needs to work about three moves ahead which can lead to smoke flowing from the ears at times. Talk about thinking on your feet.

Forget the plot. If you're after a fast paced, joystick burning challenge, *Vital Light* is for you. Otherwise it should be avoided with all due care and attention. Me, I think I'll just have one more go... **MG**

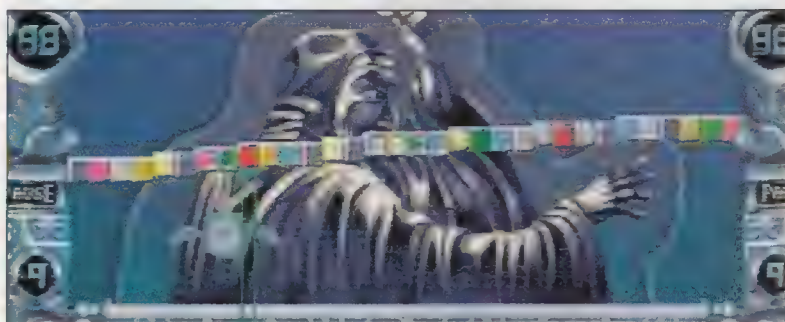




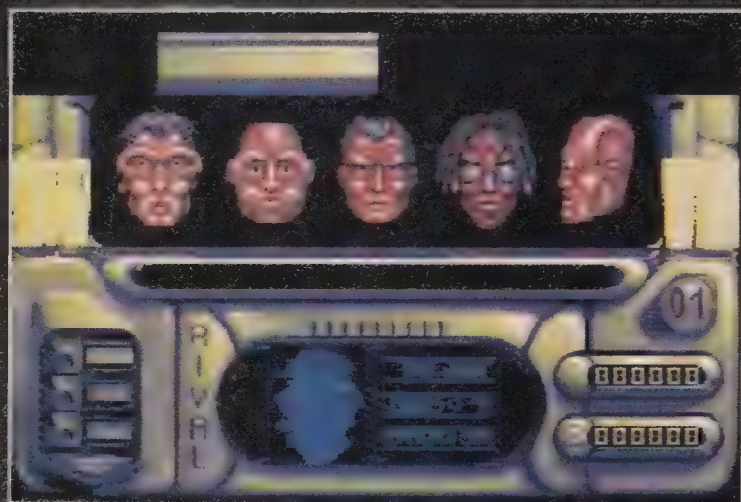
We've been trying to decide exactly what relevance those strange background etchings have to the game and, after much debate, deliberation and violence we've come to the conclusion that, well, we've really no idea. Horses, Injuns — a cowboy connection maybe. A fine theory, then this flamin' ninja chappy turned up and we're all back to square one. Actually, that looks like a pig of a level. Quick — on to the next piccy!



See those little blue things dropping down there? They're particularly horrible! They're bombs which'll destroy the laser track unless you zap 'em first. This hapless player hasn't and I fear he is no more than a few seconds from that most uncovered of video game institutions — the 'game over' screen.

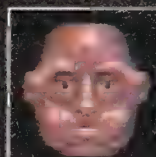


The machine activated guardians



Bubo

The first and dimmest of the MAGs. Bubo is dense, slow and saggeringly lazy. Use the early levels against him to practice manipulating the laser and switching between colours quickly.



Erny

A bit of a snidy back stabber is our Erny. He gives the impression of being quite a lot more than he actually is. Don't let yourself be intimidated by his tactics and you'll soon have him on the run.



Nick

Now we're getting to the tougher cookies! Nick is the sly one of the group and nothing should be taken for granted. If things seem to be going too well there's almost certainly a surprise around the corner.



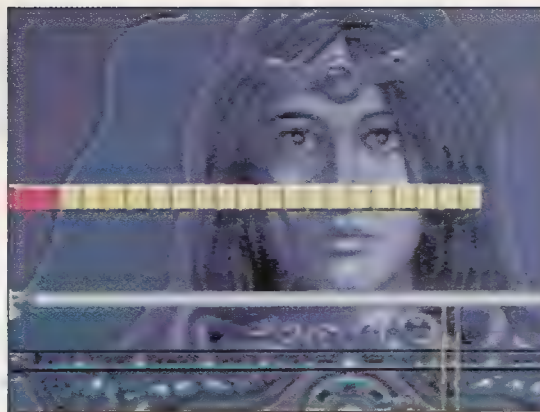
Jake

There's always one isn't there? Jake is the street wise, trendy one. Well, he couldn't really be anything else with those dreds and wacky shades. Oh yeah — he's quite hard to beat too.



Coll

Here's the boss man. He's tough, he's hard and even the other MAGs are all scared of him. He's in charge of Ramron and the final adversary in Vital Light. It's simple really — beat him and you've won.



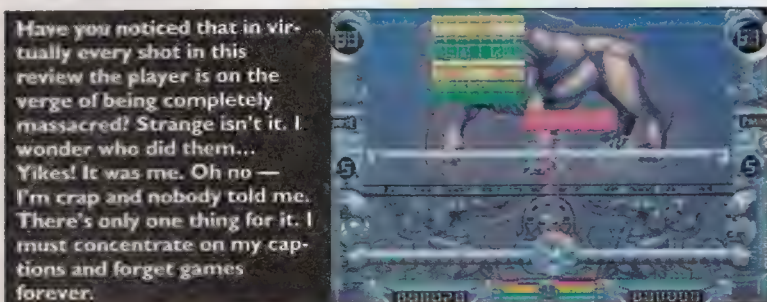
I'll tell you what — this is one tough level to beat. Not because the blocks come down all that fast or anything. It's the ravenous beauty at the back. Once she fixes you in that intoxicating stare there's very little one can do. Why, it's enough to make a young lad rather hot under the, er... collar. That was lucky!



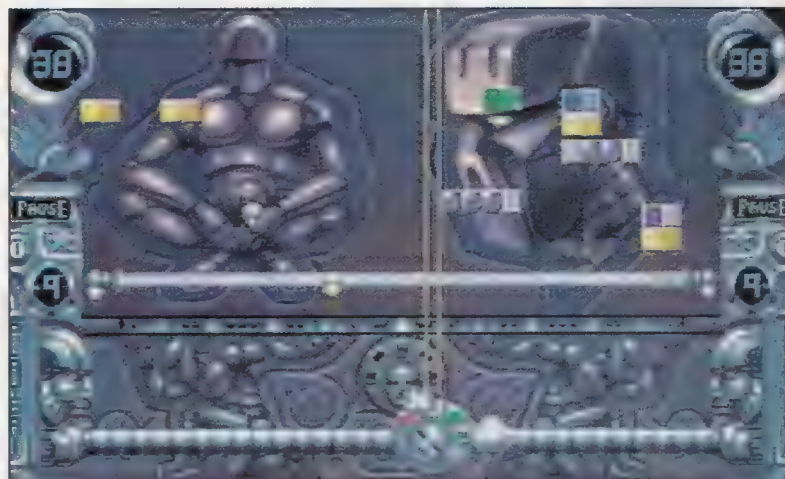
"The action's certainly furious and gets you up and swearing very quickly. A state of affairs which is sometimes to the detriment of the game but here it seems to work."



See those narrow blocks dividing the rows of main blocks? Those mean that the blocks in the row below won't disappear unless they are all the same colour. Armed with this knowledge, you'll be able to see that whoever this is up dung drive without a pair of snow shoes.



Have you noticed that in virtually every shot in this review the player is on the verge of being completely massacred? Strange isn't it. I wonder who did them... Yikes! It was me. Oh no — I'm crap and nobody told me. There's only one thing for it. I must concentrate on my captions and forget games forever.



Wow! This screen shot has it all — coloured blocks, falling bombs, ponderous robots, need I say more. Oh, alright then. Rotating lasers, the famous Spuch brothers, of c'mon. Does anyone out there realise just how hard it is writing captions for a game like this? Probably not I suppose. Hey ho.



Whenever the game ends you get one of the ever-charming MAGs popping up to have a bit of a gloat. Funnily enough that's exactly what's going on in this picture. Can you read what he's saying. I can't see cos I'm writing this on a Mac screen but it might show up when the mag get's printed. Exciting, isn't it?

Profile

2 PLAYERS
1 SKILL LEVEL
1 SAVE POSITION
 Passwords every few levels.
CD32 ENHANCED

GRAPHICS
 SOUND
 GAMEPLAY

PROS: It gets very fast and furious very quickly so the inclusion of passwords is an absolute Godsend. Plenty of challenge with humour being added by the MAGs between levels to relieve stress.

CONS: Even with the passwords it's darn tricky. The MAGs fooling about soon loses its novelty although at least you can skip them pretty easily.

81%

CD review

Enemy unknown indeed, after months stuck in development hell *UFO* abruptly warped ahead of its 1995 release date to cause consternation and delight among CD32 owners. One of the year's best games has finally arrived on Amiga, but is the price worth paying?



f late MicroProse's reputation has become somewhat tarnished. *Gunship* was a great game, but plagued with stories about bugs on later missions, while *Impossible Mission 2049AD* was the perfect illustration of why the company's console diversification ended in disaster. *UFO*'s Amiga conversion is likely to be no less controversial. On the one hand the company deserves hearty congratulation for scheduling such an ambitious project. *UFO* was not only one of the year's best PC games, it was also one of the biggest and cramming into two megabytes was never going to be easy. On the other hand this is hardly an inspired conversion. MicroProse might like to claim the game's sloth-like 'speed' is all the CD32's fault. However, it seems more likely MicroProse have simply ported the game over.

There's no way this is a pure 32bit, machine code program optimised for CD32. It's little short of appalling that a machine with the Amiga's hardware scrolling should suffer such jerky, sluggish movement.

The game begins as it means to go on with a lengthy intro sequence that seems to go on forever. You can bypass it, but only if you press the red button before it loads in – once it starts you're stuck with it. The opening strategy game is slow, but by its

nature the sluggish response isn't too irritating. But when you get into the actual game MicroProse appear to have flooded the CD32's AGA chipset with treacle. Apparently logical controls become baffling when every action is slow you think you're missed the button. Scrolling about the play area is absolute torture – you wonder if you can bear to return to your start position.

The slow speed also emphasises problems with the original game. For example, when you start a level it's shrouded in darkness and only becomes visible as your troops fan and begin exploring. However, when an area is unsighted the game doesn't indicate this fact. This is particularly irksome when you enter a room, shoot everyone, then find out an alien was hiding in a corner. Some indication of exactly what you can see would be a real boon. Another problem is troop control which forces you to move every soldier individually – a real bind when the game moves this slow. Surely you could just give your troops general instructions, taking over more accurate control only when necessary – even *Cannon Fodder* lets you group troops together!

At this point you may wonder if there's any point in reading on. If you're a pure arcade nut, there probably isn't, however if you've got even a passing interest in brainier



games brew yourself a coffee and pull up a comfortable chair. Once you calm down from your initial desire to run about and blast things, accept the built-in two second delay, and prepare yourself for the long haul then things do get better.

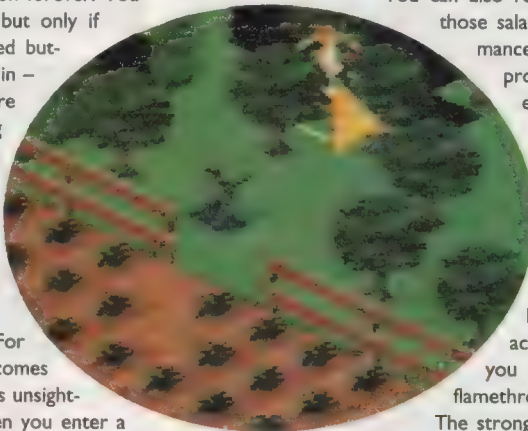
The overarching strategy game puts you in charge of locating and then developing up to three bases. Each base is a complex array of departments. New weapons need to be researched and put into production. Recovered alien artifacts have to be investigated and hopefully used to help design countermeasures. You're in charge of choosing which projects have priority, how many scientists and even how much floor space they use.

You can also recruit new scientists and engineers, but watch those salary bills – income is limited and if your performance falters it diminishes. Nations which initially provide funds may decide its cheaper and more effective to cut secret deals with the enemy!

You also have your troops to recruit, train and equip. Treating your soldiers well is advisable since the more missions they survive, the more experienced and skilled they become. Raw recruits, by contrast, have a tendency to panic and either fire wildly or just drop their weapons and run. But the main reason for looking after them is that they become so more accurate with the increasingly lethal weaponry you arm them with. Rifles soon give way to flamethrowers, lasers and even a tank!

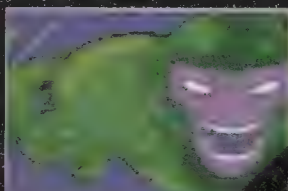
The strongest point of the game is the way in which the scenario sucks you in. The battle with the aliens takes place on so many different levels, with so many twists and turns, that it's very hard not to play late into the night. When the aliens really get nasty, launching terror attacks on contributor nation cities and even striking at your bases, then the intensity of combat is incredible.

For people who expect something more out of their CD32 than mindless blasting, *UFO* is a near irresistible challenge. It is, however, a real shame MicroProse couldn't put more effort into the conversion and make this a game everyone would buy. ■ SSW

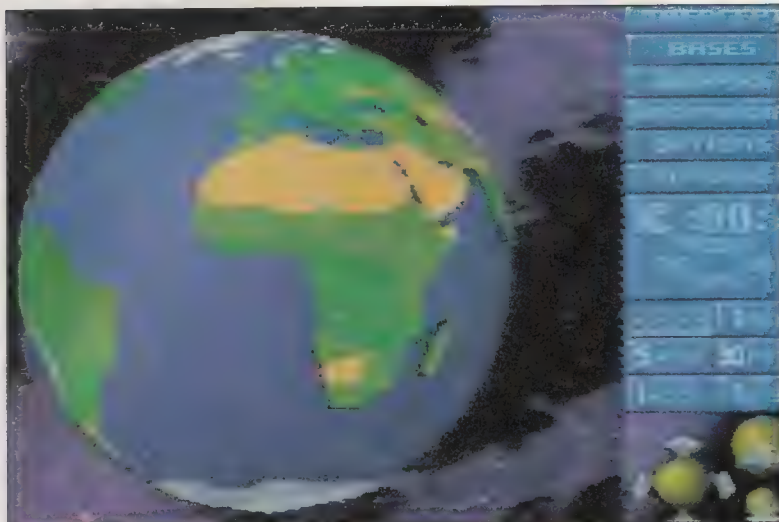


ATTRACT Mode

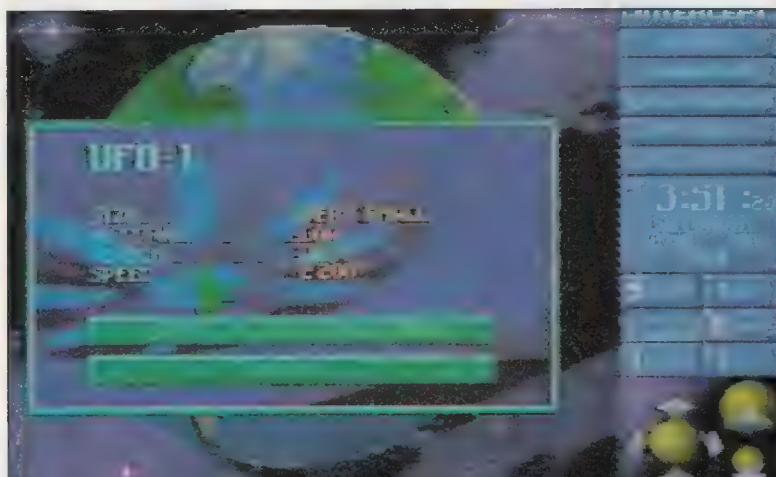
Have a quick gander at some of those nasty aliens. Makes your blood boil, so it does!



UFO: Enemy Unknown



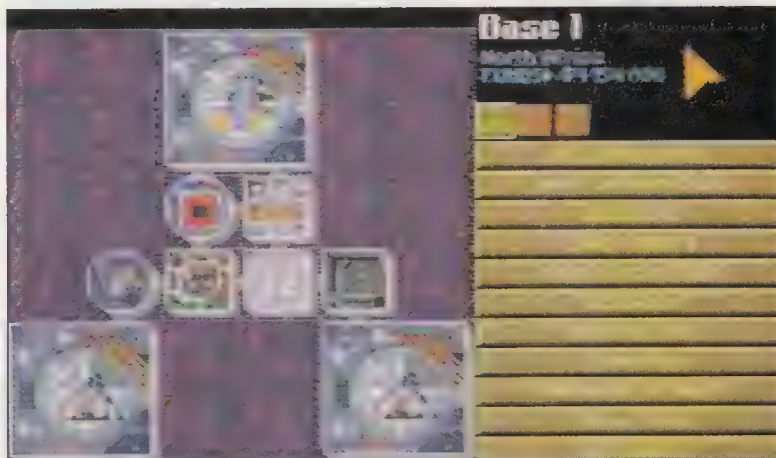
PUBLISHER: Microprose **PRICE:** £29.99
DEVELOPER: In-house **OUT:** Now



Here's where you get those all important messages informing you of incoming alien spacecraft. You should immediately alert the nearest base and intercept the intruder.

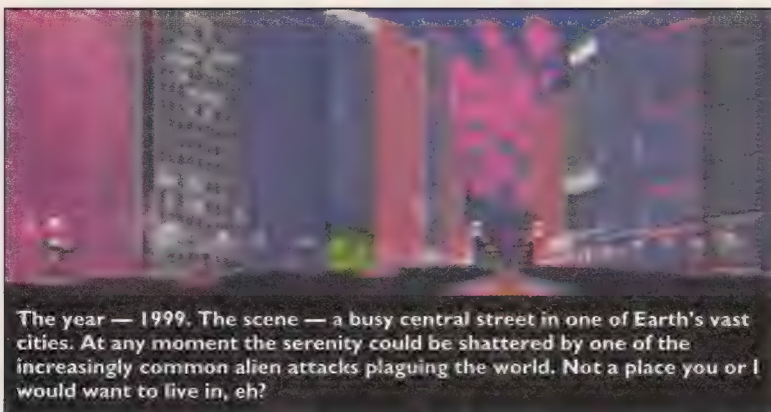


Odd! looks like a stairway to nowhere. Ha ha, merely jesting. It's just that the game employs a natty cutaway feature allowing you to see 'through' walls to what people are up to.

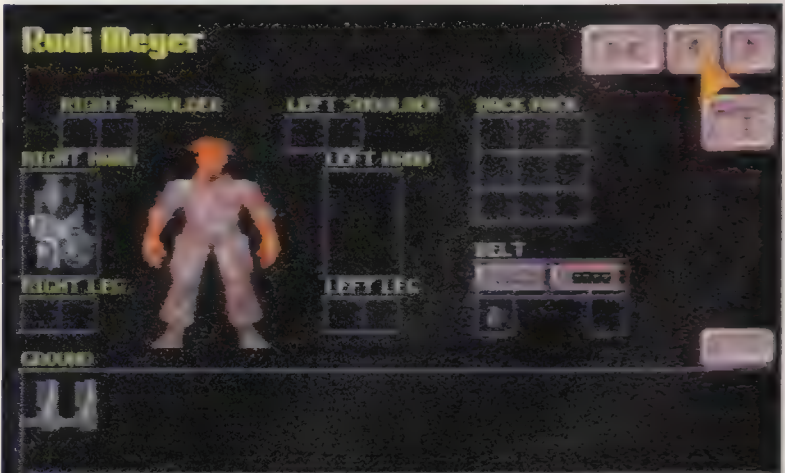
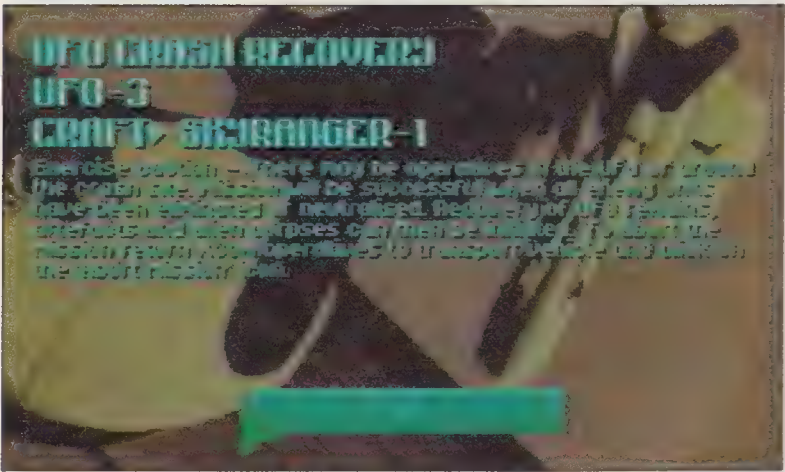
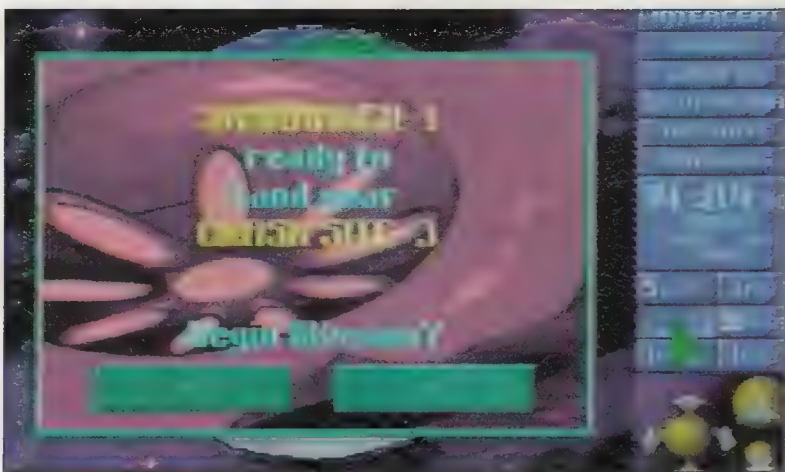
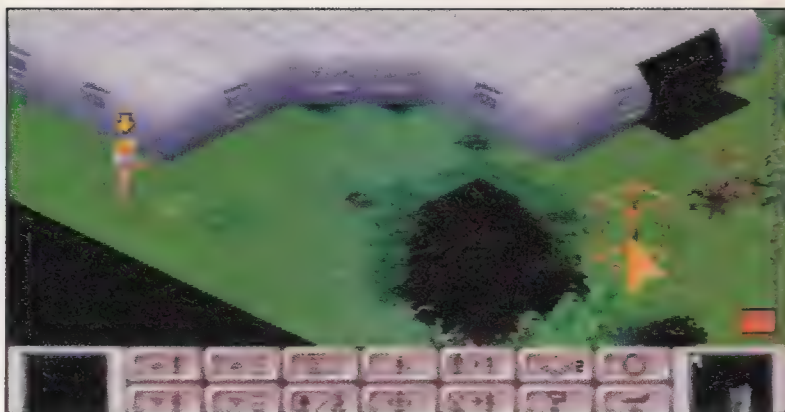


Here's the combat bit, as one of your interceptors engages a UFO in air to air combat.



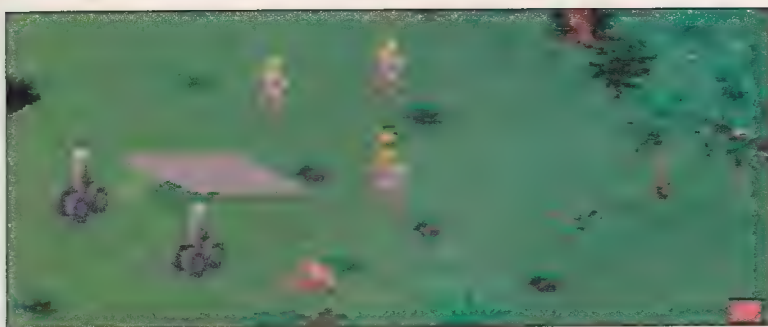


The year — 1999. The scene — a busy central street in one of Earth's vast cities. At any moment the serenity could be shattered by one of the increasingly common alien attacks plaguing the world. Not a place you or I would want to live in, eh?



Well isn't that nice? You can now start your own little alien sanctuary. Look after them, and charge parents to let the kids see 'em. Alternatively you could carve them into little pieces and feed them to rabid goldfish which is about all they deserve. Death to anything I don't understand, and bugger the consequences. Gosh, I do like writing captions. I can say whatever I like and nobody knows who I am!

The soldier arming screen. This is where you get to kit your men out before each ground attack mission. There's not much gear available at the start, but make a bit of money, do a bit of research, not to mention a spot of shopping, and Bob's your book maker.



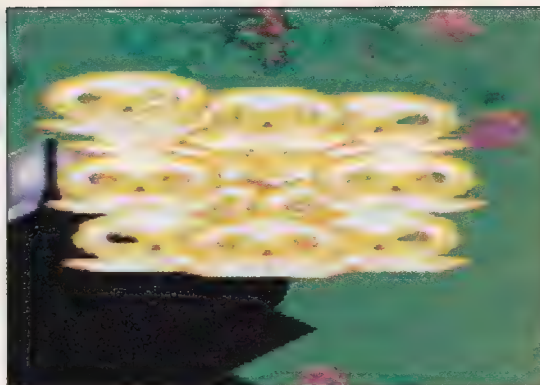
"Logical controls become baffling when every action is slow you think you're missed the button. Scrolling about the play area is absolute torture – you wonder if you can bear to return to your start position."



Here's the mighty Sky ranger in full battle dress. This is the sturdy machine which flies your men into battle and returns the weary troops to base. If your men are getting picked off it's best to pull them out. If they all die you'll lose the 'ranger and replacing these babies is on the expensive side of not cheap.



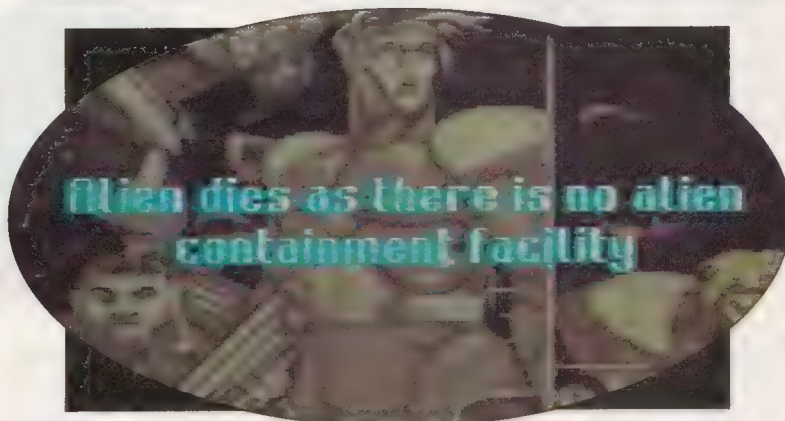
During ground attack missions deployment of the men is all important. You need to make sure you have all directions covered. Remember — a man won't see an alien if he's not facing it. Try having some kneeling snipers as protection as the rest of the party look aliens separated from the main nest. Kneeling soldiers fire more accurately.



Either that is one almighty guff, or some silly bugger's let off a grenade in the vicinity! Probably not a good idea to hang around to see which parts of your anatomy it's going to blow off (excuse the pun, certainly not intended). Best scarper.



That big grey thing is actually a crashed UFO. Our two Xcom heroes don't look too impressed. More interested in the contents of their packed lunches, I'll be bound.



Profile

PLAYERS SKILL LEVELS I SAVE POSITIONS Requires virtually all memory. CD32 ENHANCED Better music on the intro.	GRAPHICS ■■■■■■■■ SOUND ■■■■■■■■ GAMEPLAY ■■■■■■■■
--	--

PROS: A comprehensive simulation of fighting off an alien invasion. Everything is here from alien autopsies to hiring and firing staff to toasting the aliens with a flame-thrower.

CONS: Moves slower than *TFX*'s developers (is it possible?) and only the patient need apply, especially as the game can crash occasionally.

80%

CD review

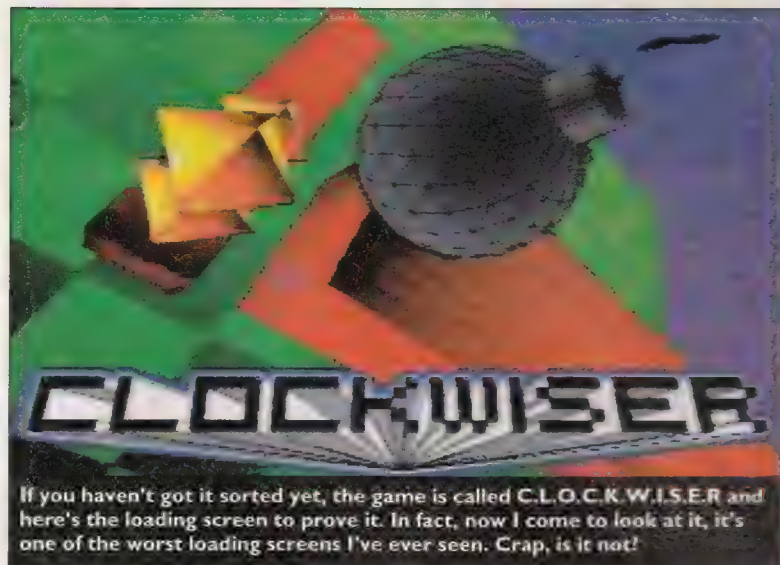
Not to be confused with the John Cleese film of similar monicker. Could all Python fans tuning in please, please refrain from sending in complaints about the lack of Cleese references in this review. It's not that we have anything against this marvellous comedian. It just doesn't seem appropriate, that's all. Thank you.

Good evening folks, and welcome to Clockwiser. Every now and then a game turns up that demands its own classification. A new genre is born and soon clones, variations and advancements begin to appear. Sometimes these improve so much over the original that, in time, the game that started it all is forgotten. Sometimes, however, the original is never quite repeated. Newer games might boast slicker routines, a superior level of cosmetic excellence, but somehow never quite match what made the original what it was. This might be for a number of reasons. It could be that the original was simply programmed to perfection in the first place — unlikely. Most often it's because the first appearance of a 'game like no other' is like a breath of fresh air but, like everything else, we dull to it. Subsequent incarnations never recapture the novelty and the original becomes an unreachable yardstick.

In this case the granddaddy is *Tetris*, the genre, puzzlers. *Tetris* has appeared on every format from Spectrum and C64 to Megadrive, SNES, Amiga and PC, not to mention being an arcade machine to boot. In fairness, *Clockwiser* is quite a different game. In fact it owes more to Ocean's *Puzznic* than it does to the plethora of interlocking geometric shape games. What makes it different, more than any thing else, is the method used to manipulate the items on screen. As with all the best puzzlers, the idea, like the reviewer, is incredibly simple. The screen's divided into two by a vertical line down the centre of the screen. A series of coloured blocks, gems, platforms and sundry other items litter each side of the screen, the aim being to move those on the left about until they exactly match those on the right within a set time limit. It's actually a whole lot easier to play than it is to explain, but here goes.

Using a mouse controlled cursor, you highlight a rectangle in the play area. Then, using the icons at the bottom of the screen, you can shunt blocks either clockwise or anti-clockwise along the edges of the rectangle. It makes sense when you play it, honest!

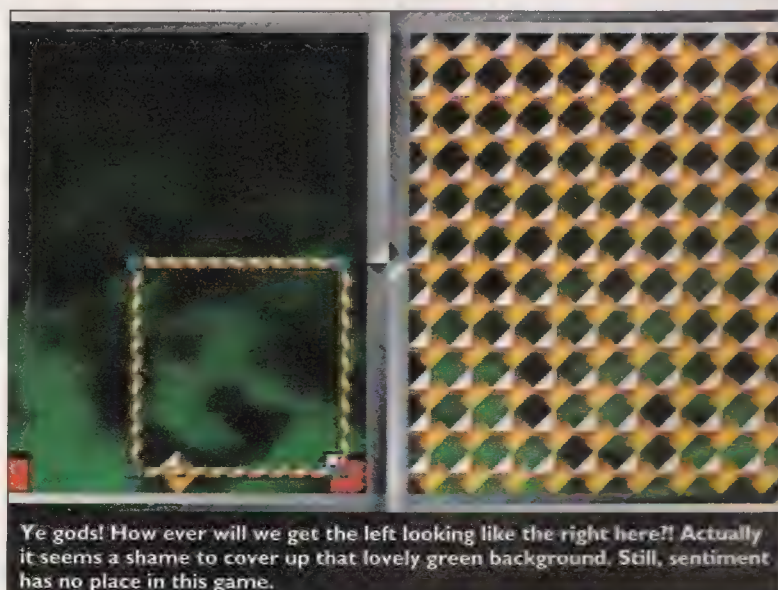
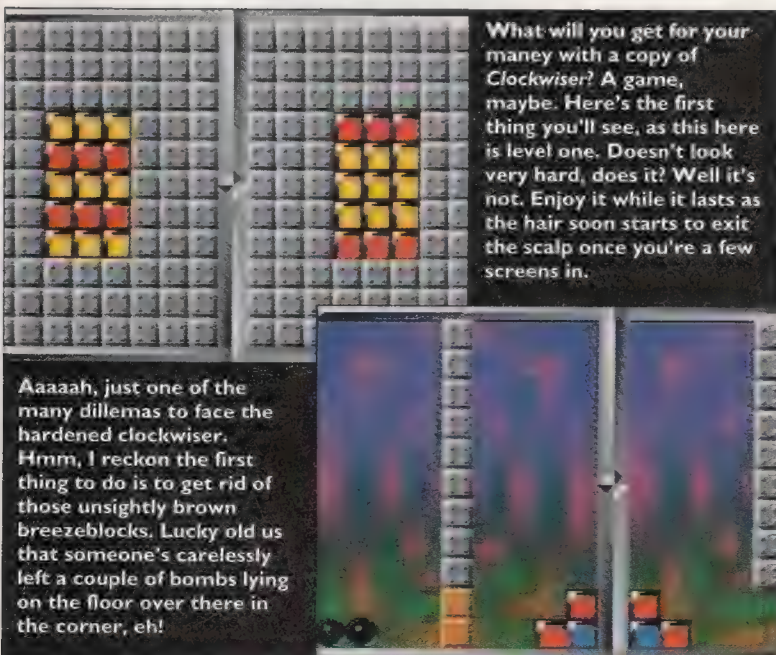
Gravity applies so blocks won't simply float on nothing. There's not just regular blocks either. There are special blocks which blow a powerful stream of air upwards allowing other blocks to float above them. Then there's gems. If they're allowed to fall any distance they multiply on contact with whatever they



hit. Bombs destroy other blocks as (as well as each other) and are detonated when they fall. Some block are immovable, others defy gravity. There are even teleportation blocks which do the obvious. Four skill settings, each with 25 levels should keep you going for quite a while but if you get bored there's a nice 'n' easy level editor enabling you to create as many new challenges as you like. Unfortunately, what with the CD and all, you won't be able to save them. Oh well.

The hundred preset levels provide a strong challenge anyway. Well, the later ones do. The first few are almost insultingly easy once you've got the controls sussed. One slightly annoying aspect is the way some screens can be solved simply by shifting things around at random. There's no single solution, at least for most of the levels, but some can be completed without actually knowing how you did it, severely reducing satisfaction. Fortunately this happens infrequently enough to be a niggle rather than a pain.

What it all boils down to is whether or not you can really be bothered. There's been dozens of similar offerings around for years, not only commercial releases either. The Amiga PD scene threw up loads of playable puzzle games which could be had for the price of a blank floppy and, to be honest, the better ones were just as playable as many of their full price stable-mates. That said, none have actually made it onto the CD format which gives *Clockwiser* a foot in the door at least. If you've never owned a games machine before and fancy a title that puts pits brain at the expense of brawn then *Clockwiser* might just provide a welcome change. If you've been around the gaming block, however, the chances are you'll have seen this all before. *Puzznic* fans who finished that game and are desperate for more might want to take a look too since there could be something here for them. ■ MG



Clock

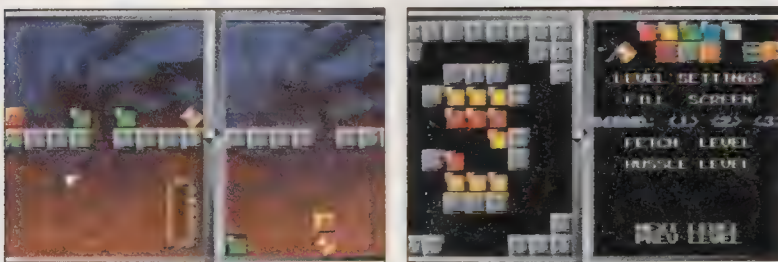
wiser



"There's a level editor but the hundred preset levels provide a strong challenge anyway, well, the later ones do. The first few are almost insultingly easy once you've got the controls sussed."



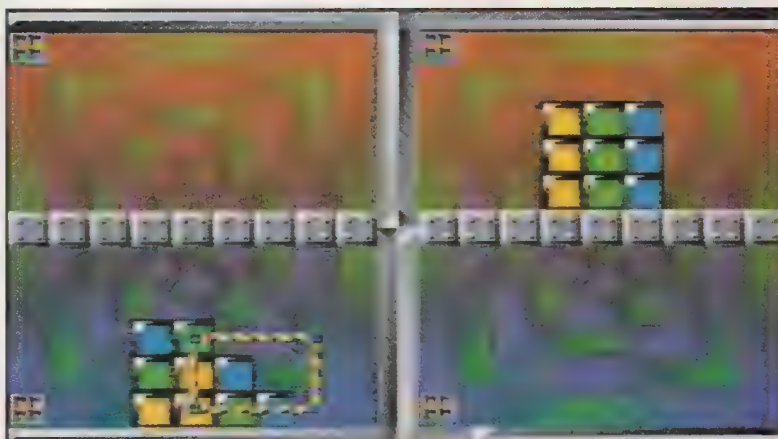
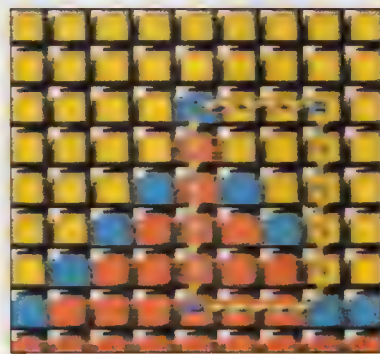
See that icon in the bottom right hand corner of the screen shot? It's very useful for the later stages. Click on it at any point and a small gallows will erect itself right next to your TV. You can now hang yourself at your leisure.



PUBLISHER: Rasputin **PRICE:** £29.99
DEVELOPER: In house **OUT:** Now



Here's one of those messages, delivered in a polite and collected manner, and you'll grow to hate it!



Profile

- 1-2 PLAYERS
- SKILL LEVELS
- SAVE GAME
- Password
- CD32 ENHANCED
- Not that we can see

PROS: There aren't too many puzzlers around on the CD32 which is very much in its favour. It's well presented and the editor gives huge scope.

CONS: Do we not want a little more involvement now-a-days? These things first became popular a long time ago and they don't seem to have progressed much in the meantime.

GRAPHICS
SOUND
GAMEPLAY

81%

CD review

First there was Bangers and Mash, now here's Bubble and Squeak. Which good old English dish will be next to lend its name to a comical cartoon duo? Egg and Chips maybe? Mind you, in this age of health and dietary concern perhaps Vegeburger and Lentils might be a bit more politically correct. Well, whichever way you swing it, this review's got to be done some time so, in the words of Doris Day, defy your tools and thrunkit!?

There's been a few lame excuses passing themselves off as game plots in the past but here's a late contender for that most inadvertently acquired of awards — most turnip-like storyline in the whole of history. With best cringe-resistant trousers firmly in place we delve into the twisting tale that justifies the game.

Bubble is a young boy with rather odd parents. Would you call your first born Bubble? Luckily these cruel tyrants, unfeeling of the playground taunts and humiliation that would befall a child of such ridiculous name, play no part in the game. Bubble is, apparently, in bed one night when he hears a mysterious noise coming from the closet. Further investigation reveals a blue alien creature sitting amid his skivvies. The alien, named Squeak, explains how all his people have been kidnapped by the evil Kat of Nine Tails and are being forced to work in the dreaded porridge mines of Grool. Bubble and Squeak promptly jump through a hole in one of Bub's socks and arrive at the start of level one.

Which takes us nicely to the game... ahem!

A platform world awaits the intrepid pair with cute baddies, loads of collectables, hidden extras, secret rooms and bonus levels. In fact, everything we've come to know and tire of in the genre is here. Perhaps the tireddest concept of all is the obligatory unique element. Why these people can't simply polish and fine tune all existing ideas is a mystery. Still, ours is not to question. Squeak represents the big selling point of B&S. You control Bubble as he dashes about, collecting gems (needed to



release Squeak's friends), tokens (giving access to bonus levels), and food (replenishes energy). Squeak starts elsewhere on the level and needs to be found.

When he's on screen you can either get him to follow you or stand still, the idea being to shepherd him the the exit (shown by a flashing light on a post). Squeak isn't, however, the useless lunk he may seem. Locate a bubble gum machine and you can purchase a ball of said chewy substance using coins dropped by duffed enemies. For inadequately explained reasons, the gum gives squeak new powers. Depending on the colour, he'll be able to run and jump, fly or run extra fast, all with Bubble riding on his back.

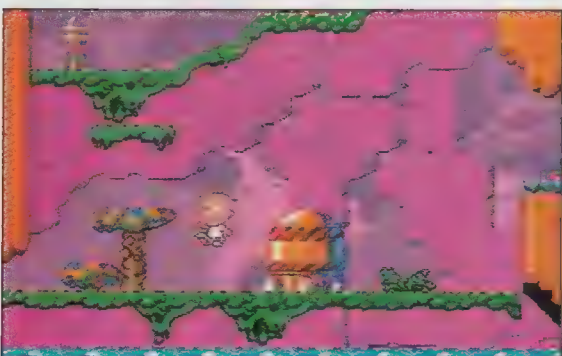
Bonus sections include shoot-'em-ups in which you fight from left to right, eventually doing battle with the evil Kat of Nine Tails should you reach the end. These confrontations take place in a series of lagoons with our heroes piloting a nippy little submarine.

It's all very much seen it, done it fare but the whole thing skips along quite merrily for a while. Not least because of the perky looking sprites and decent backgrounds. You still don't get the impression that the CD32s breaking into a sweat trying to cope with it all though. Sound on the other hand is acutely disappointing. Meandering, forgettable tunes don't either set the feet tapping or the lips whistling. As for the sampled speech, eek!

All this combines for a cheap and cheerful atmosphere but at 30 quid it's not so cheap and, at that price, you won't be left feeling very cheerful at all. In many ways it's a typical CD32 game. Not bad, but a long way from being all the things I reckon we're entitled to. ■ MG



The shoot-'em-up section in which B & S travel through various watery caverns in search of the cad-like Kat of Nine Tails. (This caption was brought to you by Sensible Captions PLC and is not supposed to be funny)



Pretty, pink and cheerful — that's how we like our games here at CD32 Gamer. The thing up in the top corner's the exit, the big fat rocket, however, has everyone confused. Is it just scenery, or does it have a purpose? Who can tell?

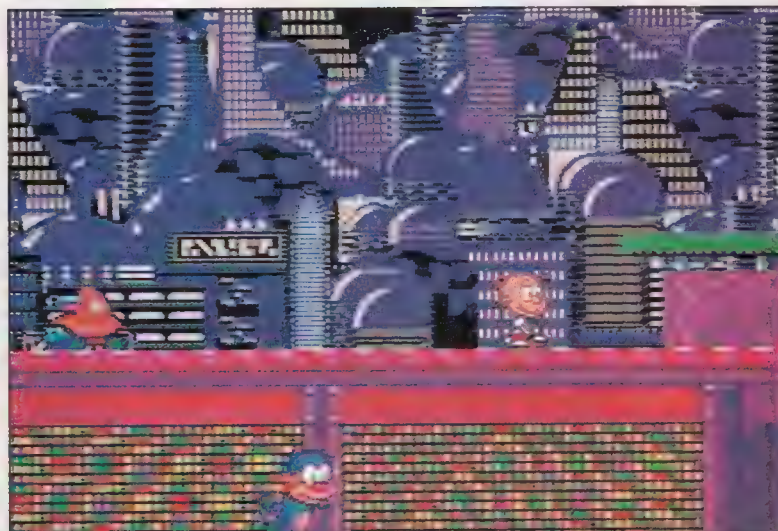
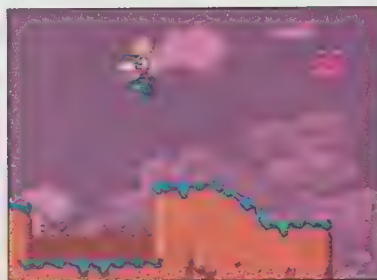
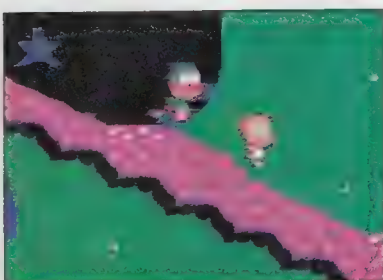


Bubble & Squeak

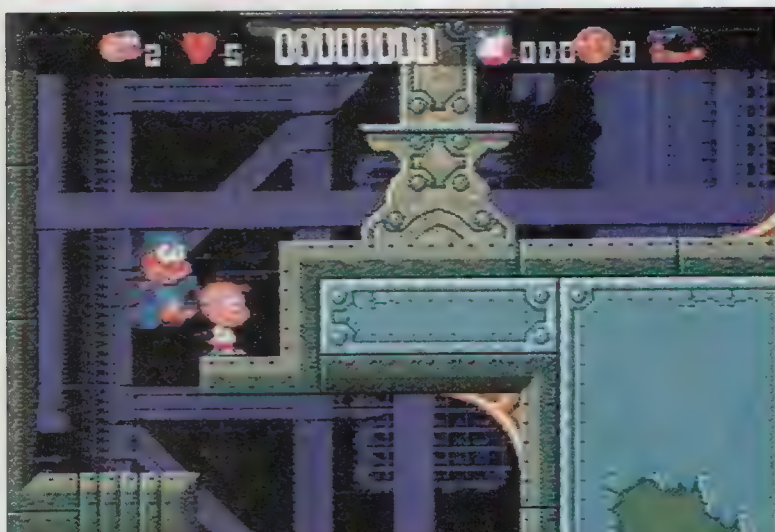


"Every thing we've come to know and tire of in the genre is here. Why these people can't simply polish and fine tune all existing ideas is a mystery but ours is not to reason why."

PUBLISHER: Audiogenic **PRICE:** £29.99
DEVELOPER: Sunsoft **OUT:** Now



Crikey, sunglasses on! Is it a hazy voyage to trip out county — I never should have smoked that funny joypad. No, hang on, it's only the Neon City level. Phew, what a relief!



'Ere, Squeak mate. These platforms look a bit reminiscent of the Chaos Engine don't they? I reckon we've got stuck in the wrong screenshot ya know. Oops, my mistake, don't panic, just testing.



No wonder there's such a problem with inner city violence these days. All those flashing lights and loud noises. No-one ever gets any sleep. It's hardly a wonder they're ratty all the time. Let's see if we can find one of those nice woodland levels. What do you say lads, eh — charming!



Profile

1 PLAYERS
2 SKILL LEVELS
✓ SAVE GAME
Password:
✓ CD32 ENHANCED

GRAPHICS
SOUND
GAMEPLAY

PROS: Pretty graphics and varied scenery. There's a good challenge on offer, and one which platform fans will gladly pour on their Frosties and consume with pleasure.

CONS: At 30 knicker it's on the pricey side of good VFM considering everything's so old hat. In no way does it push the capability of the CD and the sounds a real let down.

74%

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Zappo Update

The CD32 GAMER postbag is always bulging at the seams with your many missives and misgivings. One particular line of questioning is currently becoming more and more frequent. Those of you who own A1200s are eager to upgrade your machines to be compatible with the wide range of Amiga CD software. The simplest answer is to go out and buy a standalone CD32, however linking it up to your A1200 can make for sluggish data transmission for serious applications. So that's why the Zappo CD-ROM Drive was developed. We took a look at it last month and now more news is coming in about its much vaunted CD32 compatibility. Below is a complete list of games which have been confirmed to work with the system by its manufacturers. Another software upgrade is planned as there are still quite a few incompatible games such as *Lost Vikings*, *Brian The Lion*, *Chuck Rock I & II*, *Man Utd*, *Simon The Sorcerer*, *Dennis*, *Impossible Mission*, *Pirates Gold*, *Lotus Trilogy*, *Project X*, *Cannon Fodder*, *Nigel Mansell*, *Sabre Team*, *Alfred Chicken*, *James Pond III* and the original *Sensible Soccer*.

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NB. All the game's were tested on an Amiga A1200 with Zappo CD-ROM drive, a Microbotics 4Mb upgrade, a 200Mb HD, Workbench 3.0 and Archos install 7.0. If your system is different (and let's face it, with that little lot it probably is!) compatibility may be affected. The list comes thanks to Capri CD Distribution, Capri House, 9 Dean Street, Marlow, Bucks SL7 3AA.

CD32

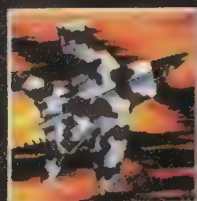
G A M E R

PLAYING TIPS

And now, the end is near... It's with a fond farewell that we come to the end of the quest that was the *Legacy of Sorasil*.

They said it couldn't be done, but we said, sure it can. We should have listened, but, hey, it's done now so you can all rest easy tonight. Also on the agenda for a good tipping is *Jet Strike*, with which resident pilot and good egg, Damian Butt, gets to grips with the knights of the sky and general flying types.

CD32 TIPS INDEX



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JETSTRIKE PART 2
Another serial starts to take place as another ends.



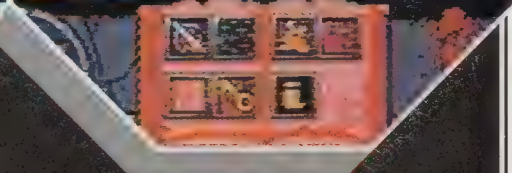
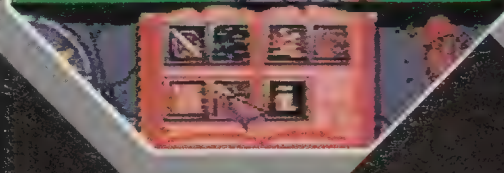
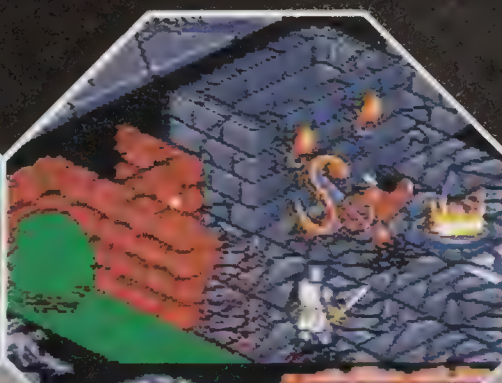
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LEGACY OF SORASIL PART 3
It's over, it's the final bit. Hurrah!



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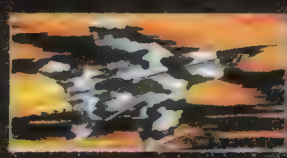
BUSTERS
More of the little goodies that you've come to love us for. Ahem.



'They' say that the life of a tips boy is an easy one but I say thee nay! Who else but the most dedicated, emotionally secure and satisfied-with-his-job kinda peson would sit around all day long and suffer the pains of playing games just so the happy reader (ie, you) could enjoy the game at a later date? I ask you, just how many of you would do that, eh? Well?

As it happens, this second instalment of the *Jet Strike* playing guide was put together by Super Gamer supremo Damian Butt, but that's absolutely no reason to suggest that I'm not doing my job. Oh no. It's just that, well, the game was too hard for anyone else. Take it away, Buttster!

Jet Strike



Part 2

MINIVITZ MISSIONS

Mission 18



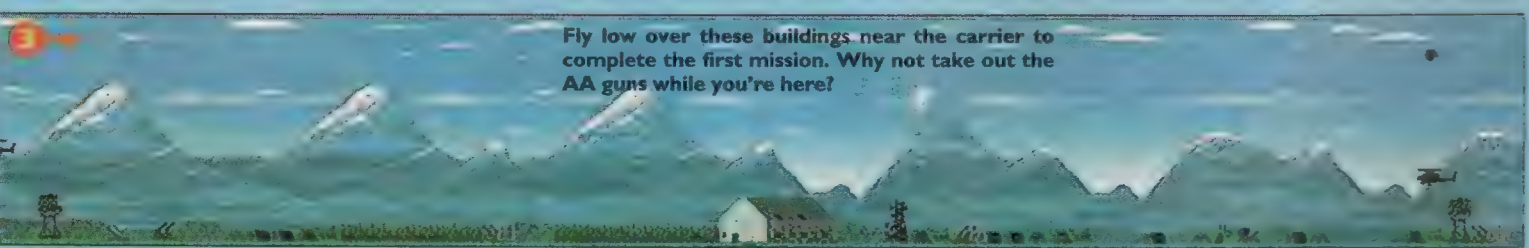
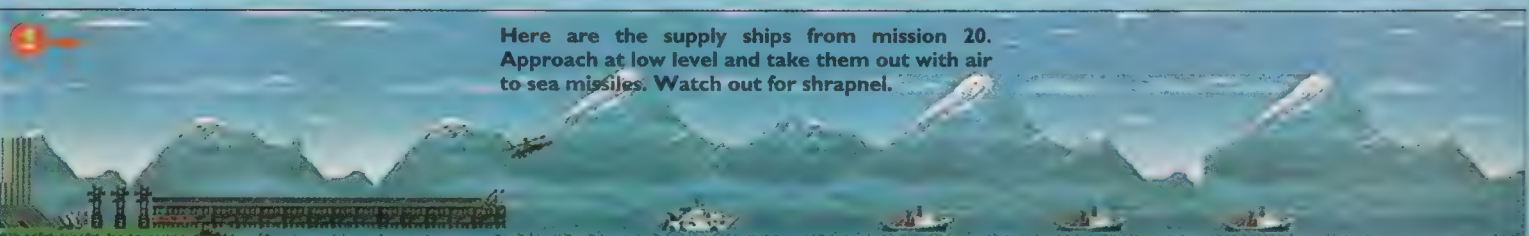
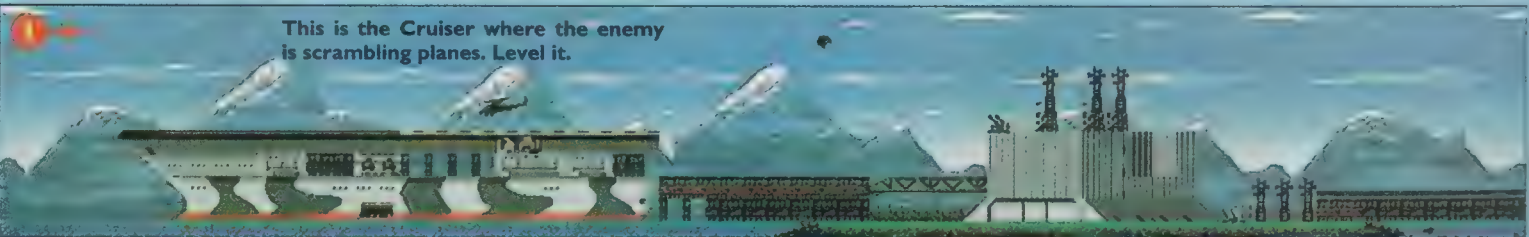
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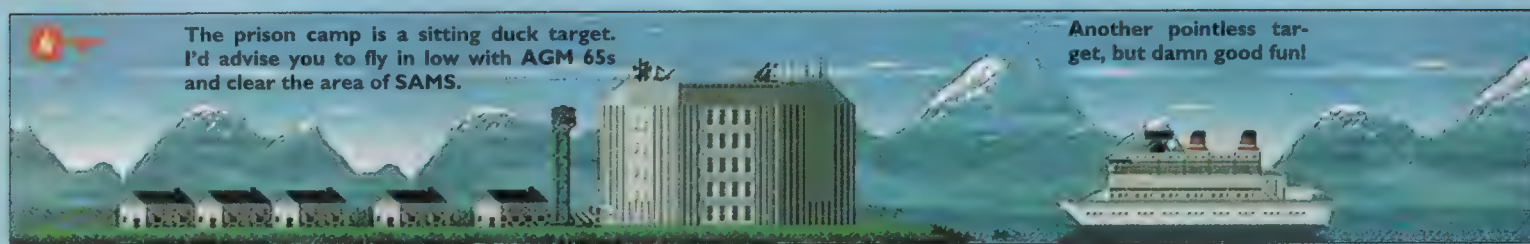
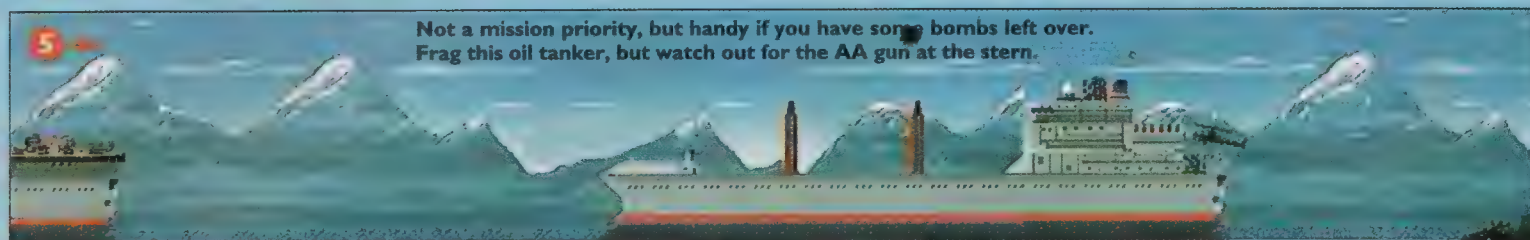
Ah-ha, the first of your aircraft carrier missions, and that means it's time to take to sea. This first exercise (you can't really call it a mission, except for pansies!) is to take off and land back on the carrier without crashing, maiming any of the deck crew, or plunging into the sea like duck without wings. Get the picture. Fail this and you might as well stick to watching the movies 'cos you're not going to make it through this game.

As the carrier is considerably shorter than most land-based runways, it is best to always use the planes equipped with a tailhook. This is designed to stop your plane dead and is very useful when you have no undercarriage or are flying too fast. You can only use the hook if you approach the carrier from the right.

Since you don't have to fight anything, you might as well use a puny plane, like the Fokker or the Spitfire. These have low landing distances and it means you'll get loads more points when you complete the mission. Don't go too high or the enemy will shoot you down, though.

One more tip. Never try to land a Stealth Fighter on a carrier. It can be done, but you'll need new underpants and it's no way to treat a one billion dollar aircraft.





■ Mission 19

A simple photographic mission that even you can't screw up. Choose any light and nimble interceptor. Equip with missiles just in case you have to fight some planes, and then fly off to the left.

The target area is the small island and if you fly low and slow over the central building, the screen should come up with "Recon photos taken", which means you can head back to the carrier. If this doesn't happen, keep buzzing the island until it does.

Personally, I also like to take a few bombs and give those ground guns a good hammering early on. The plane to use here is the Aeromanchi because there's hardly any resistance.

■ Mission 20

Okay, so it's a ship bombing mission. Ever done them before? Well you've gotta learn sometime. Choose any of the carrier-based bombers such as the F-14 or A-5 Intruder and stock up with Sea Eagles or Harpoons.

There are three ships and a gun boat in the convoy and they are to be found in the high seas, about 50 clicks to the left of the island. As each target square appears on the boat (make sure it is right in the centre or you'll hit the ocean) let loose a missile and pull away or you'll get hit by the shrapnel. The mission is only over once all the ships are heading to Davey Jones' locker; if you miss one, head back, re-arm and get out of there before it docks at the island.

■ Mission 21

Two unmarked jets are on their way to sink your carrier, the Minivitz, and the only thing in their way is you, preferably in an F-5, F-14, F-15 or even an F-22. The F-14 is a sensible bet because a) it's a superb fighter and carrier-based (with a hook) and b) they use it in Top Gun so it has to be the dog's bs.

Sidewinders or Phoenix are the best missiles to use, other than that use the normal methods for aircraft combat. If you have an F-14, you will get 30 Sidewinders and this should be enough to take out anything.

■ Mission 22

The jets you are encountering are coming from an old converted cruiser on the far left. When the enemy scramble enemy aircraft you will notice that they always come from there. Blow it up using a heavy bomber such as the Phantom, or even the F-15 or F-14. Drop Bombs on the cruiser's deck to disable the threat.

On your way to this mission you must also consider the jets which are already in the air. In this case, there are two above the carrier immediately. Therefore I would advise a fighter/ bomber like the F-14 and use it to take out the planes before going in



on the main target. Beware, if you knock out the primary jets too soon, more will be scrambled before you can take out the cruiser; timing is of the essence.

As you approach the enemy boat, which is nestling in a dock next to a radio building, watch out for the aerials and especially the hill just before it. Once clear, swoop in on the defenceless deck and let the skies rain liquid death (to quote a heavy metal rock group). If you're lucky you'll see the SPUDD troops going up in flames on the ground. Ha, ha!

■ Mission 23

Like the jungle mission two, this is a simple rescue job, but as you know by now, in Jetstrike, nothing is simple. For a start there are two enemy F-5s on their way down from the stratosphere and guaranteed to heat things up a bit, plus there's the fact that the pilot is very far away, and that means being exposed for a greater period of time. Whoopee.

For this job I recommend the Wessex, the EH101 or, incredibly, the Grumman Goose Seaplane – why? Because the target is surrounded by acres of water, there are few ground targets to take care of, and what the hell, you may as well use it for something!

If you head right, you will head over a large enemy oil tank, then a prison island which you'll be seeing more of soon. Defences are minimal so I'd go this way, rather than over the cruiser. The pilot is just after the prison island; languishing in life-raft from The Spy Who Loved Me, no doubt with Barbara Bach in tow. He's a lucky devil that Ringo Starr.



Mission 24

I told you you'd be popping in on that prison and here we are. The large white tower is the radio jamming operation and must be levelled (sounds like a job for psycho nutter man!). Simply choose something big and thirsty on the gas, tool up with heavy bombs (2,000lb) and flatten the island as best you can. Remember when choosing a bomber, you do have to land on a carrier as well.

Mission 25

As the SPUDD commander's zone is blown apart by your onslaught, he tries to flee in his luxury speedboat. You must destroy him and his armoured escort before he reaches safety.

The best plane for this is of course the A-10 or the Frogfoot, because of the downward facing main gun, but most light attack interceptors will do if you are prepared to dive onto the targets. For weapons, use HARMs, AGM 64s or Sea Eagles for maximum effect.

The madman is to be found inbetween the large tanker and the prison, so don't get tagged by the guns on either side, just dive in and be accurate. Remember also, the ships will explode with shrapnel, so get out of the way or you could be downed right in the thick of it!



Don't worry if you run out of missiles or fuel. Return quickly to the carrier and then fly straight back. Due to the close proximity to the carrier, the enemy ship will still be in range, and if you leave it when it gets to the tanker, it will re-emerge on the other side and you can get it then. This is a surprisingly easy mission for the last in the Med.

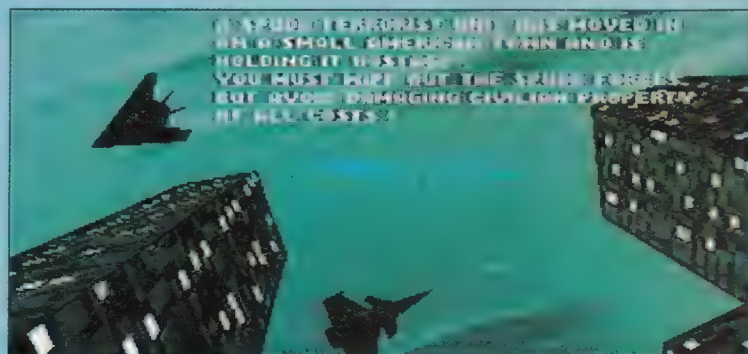
CAPITAL CITY MISSIONS

Mission 26

The city level is extremely difficult because of all the low flying you must perform, combined with the close proximity to the buildings. Hitting that train or SAM site is even more difficult because if you miss you get a skyscraper in the face! You must also limit the civilian damage, so no dropping off your unused bombs on the way home, just in case you fry auntie Mabel.

Use an Aeromanchi or a similar light interceptor fighter (remember you must conserve your good planes for the tough missions later on. You will need Sidewinders on one wing (for the lone SPUDD plane), and a suitably heavy bomb on the other (for the aircraft on the runway).

The best idea is to first take out the airborne enemy, because otherwise he may



well shoot you down as you swoop over the city. It might also be a good idea to take something like the Wessex, and scout over the city to see where the big obstacles are. The plane is on the runway on the far left of the city. Hopefully though, our maps should give you peace of mind.

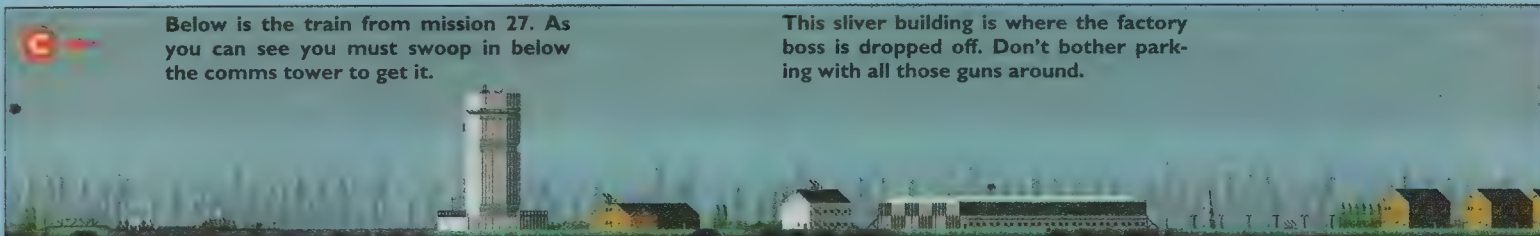
Ah, the enemy runway, all pristine and... vulnerable! There is one AA gun at the beginning, but the lone jet plane is wide out in the open.

TAXI

Fancy a comms blackout? Take out this BT tower.

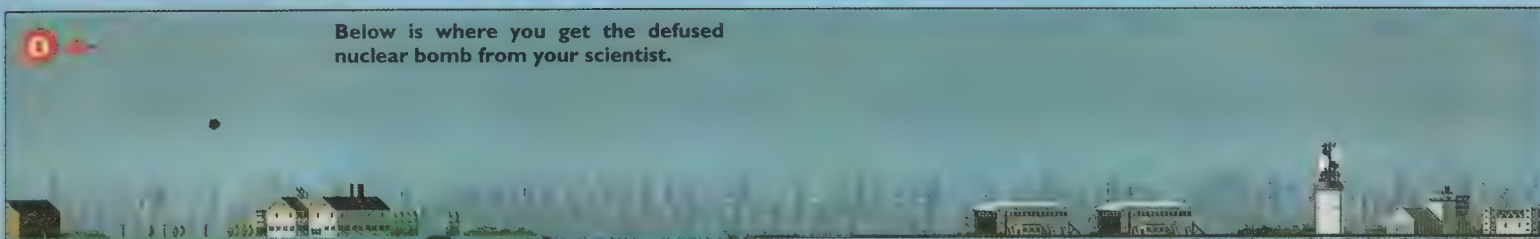
Left is the cooling towers that must be demolished for mission 33. Use straightforward rockets and a weedy little plane for this job.

TAXI

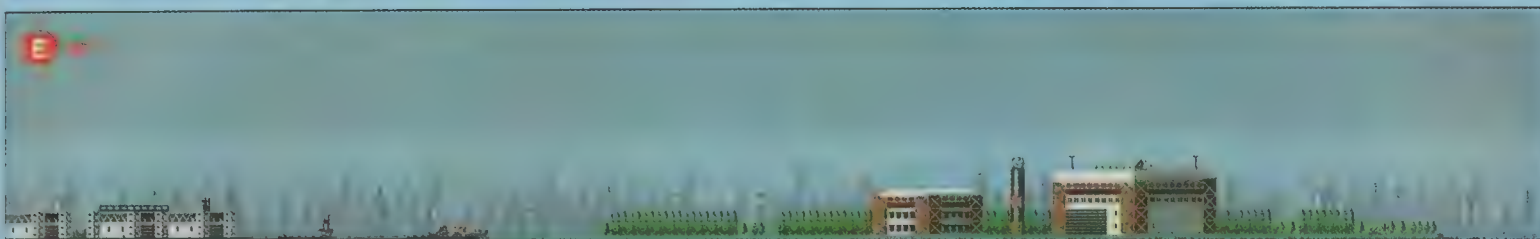


Below is the train from mission 27. As you can see you must swoop in below the comms tower to get it.

This sliver building is where the factory boss is dropped off. Don't bother parking with all those guns around.



Below is where you get the defused nuclear bomb from your scientist.



The main thing to remember about the city levels is that you cannot use high performance jets at low level, just in case you meet a wall! Helicopters are best, but use this map to navigate with an airplane.



one overlooking the factory. Get too low and the SPUDD gunner will pepper you with bullets.

Also, the telecom tower is right after the drop site, so once he's on his way, flip back round (using the stall technique so that you don't gain too much altitude) and head for the sun.

■ Mission 27

The train standing at platform five is a bad guy. Destroy it! An easy enough mission; trains, well they're large slow moving things that tend to sit in stations for ages. No problem.

Well, that's how the story would have gone, if it wasn't for the fact that there is a huge telecommunications tower slap bang in front of it. Damn.

Choose the Aeromanchi or the Hunter and get a couple of heavy bombs or cluster bombs (for the spreading effect). Head left at high altitude and when you see your white dot pass over the tower, dive down, but keep heading left for a few more seconds. This is because there is a flat section of ground to the left and you can use it to make your low level run.

Now flip around and hug the ground. As you pass over the girder bridge, drop the bombs on the first train truck with a large white object on it. One big hit in the middle and the whole train will light up! Now pull up and head back to base.

■ Mission 28

Aw diddums, the poor factory boss can't get into work, never mind, we'll just scramble a million pound aircraft and join the commuters. Bloody Masons!

The best vehicle for this gig is the Wessex, but you may feel a bit vulnerable in a helicopter, so why not jet it in?

All you have to do is drop the boss on his plant, so there's no landing required. Piece of cake. All you've got to watch out for are the many gun sites, especially the

■ Mission 29

To make life easier, take out some flak and SAM sites. Pick the usual Aeromanchi or Hunter and select AGM 65s or Hellfires. Now fly over to the left and right; firing off your weapons as soon as the target lock-on appears.

If you've already destroyed three gun sites during the first three missions, select the Wessex and fly up in the sky, then land again. With luck the screen will say "mission accomplished" and you won't have to do any more.

players guide

Mission 30

Another easy mission. Choose the Aeromanchi and grab some 1,000lb or cluster bombs to take out the SPUDD commander's new jeep. The bombing site is where you had to take out the landed plane in the very first mission and so you should complete this with ease. However, you may get tagged by the enemy planes, so take some Sidewinders as well.

If you want a red hot tip (my advice is hire a Drew Barrymore video!), you can land on the enemy runway and, provided you are not sitting in a pile of twisted wreckage and flames, press eject and you will be transported back to the base with no loss of life.

This is useful, because you can easily be shot down trying to hit the jeep, so why not use the enemy facilities to save your own worthless hide? Also useful if you know you don't have enough fuel to get home (see ditching is fun!).

Mission 31

Now this can get tricky, men. The evil SPUDDS have planted bombs in all the yellow taxis in the city and you must hunt them down and destroy them. The best aircraft here is a Harrier or a helicopter (Apache is best, but a Huey or EH101 with extra guns can be just as good).

The taxis are all hidden right in the mass of buildings and although you could take them out with jets, you'd be pretty stupid to even attempt it.

OK, tool up and let's go. First of all head right and stay low on the ground so that you can see the taxis. The first one is to the right, across the water and just after the set of grey buildings with black roofs. There is also a gun site hidden between the houses, so blast it. A swift burst of the chain guns and the taxi should explode. One down.

The next taxi is way over on the right, just past the end of the runway. Remember, the runway is surrounded by telecom towers who jam your signal, so why not pepper them as you pass and clear the air? The taxis is next to the building with the red grid work, but there is a flak gun just above, so toast it before you get the car.

The final taxi is a little over to the right (past the pyramid-type buildings) and just past the twin chimneys with a gun site in the middle. Blast the chimneys and then rake the ground with high velocity lead to complete the mission.

Mission 32

Now you're cooking. One of your scientists has defused a taxi car bomb and rebuilt it into a nuclear bomb. You must collect it in order to use it in a future mission (well, it doesn't actually say that, but it's pretty obvious... look haven't you ever see the Dirty Dozen?)

As this is a simple pick-up mission, choose the vulnerable Wessex and hope you've taken out enough SAM sites for it to be safe. The bomb is just over the water and easily lifted aboard.

The only problem could come in the form of the gun site that is on top of the first building, but as long as you avoid it and the trees below, you should have that warm puppy in your hanger by teatime.



Mission 33

I dunno, using military technology for simple demolition work. You remember those chimneys earlier? Well in fact they are cooling towers and the local firm wants them dusted. With pleasure.

I've found the best thing for this is not bombs and a heavy bomber, but the Aeromanchi and some heavy rockets. Fly across to the cooling towers and approach them at the middle. Let off the rockets at the last second (for dramatic effect) and the whole damn structure should cave in on itself. Blammo! I love it when a plan comes together!



Mission 34

It's the end of the city as we know it, and I don't just mean you're on to pastures new. SPUDD have sent in the big boys, AKA a massive bomber, to flatten the city you have denied them.

Your mission Jim, should you choose to accept it, is to tool up with a pure-bred fighter and as many air-to-air missiles as you can handle, and blow the bomber and its escort to kingdom come.

This is a simple mission, but you must get to the bomber as quickly as possible, so that it doesn't destroy too much of the city. The best thing is to approach from above, to lure out the escort, then dive just before they reach you; firing off as many Sidewinders or Phoenixs as possible. Now pull up and fill the bomber full of holes before finishing it off with missiles.

You'll know you've done a good job because the bomber will crash to earth in a mass of flames and debris. All you've got to do then is pick off any remaining planes and limp back to base for your re-assignment.

Special Mission

Mission 35

Normally you can't reach this mission, but there is a way to reach it, and earn yourself some bonus planes to boot. On Mission 34, instead of heading straight to the enemy bomber and waiting fighters, dive down to the city and buzz the enemy runway.

You should see a balloon floating above the surface; collect it and you will be given this special mission when you get back to base. All you have to do is fly over to the left and pick up a scientist from the Ministry of Top Secret Flying Machines. Use a Wessex to get him, then fly back and you'll be awarded some bonus planes. Very handy.

Mission 36

Come home to momma! Straight into a firefight again. This time two SPUDD jets are on the way to destroy the runway you are sitting on. Get them before they get you.

Use the Aeromanchi to save planes, or an air superiority craft like the F-5, Mirage, F-15, or Hornet. Then load up with as many air-to-air missiles as possible. Sidewinders are best if you're fighting real close; Sky Flash if you want to remain far away. The enemy are using older Rafaelles and are no match for your jets.

Mission 37

Some spying enemy troops are on the closest hilltop, blow them to hell to avoid all your movements being reported to high command. I recommend any medium bomber (even the Aeromanchi will do because the bombing area is so small) and tool up with 1,000lb bombs.

You must bomb the small camp right next to the base. You may see troops on the first hill, so you know you are getting close. Finally, hit the area between the two towers, but watch out for the two SAM sites on either side. You can either take them out, or stay low enough for them not to be a threat. Shoot the troops if you're feeling brutal, but this doesn't affect your mission score.

Mission 38

Now you may have noticed that the area is very hilly, and the biggest one is to the left; protecting the enemy airfield from sight. This is what you must photograph, but if you fly over the hill you risk intense defences and a net of bullets.

On the other hand, the east of the base is still hilly, but you can cruise over it at low level; avoiding all the SAMs. You might even want to use the trick where you send in a larger aircraft full of AGM 65s, to neutralise all the ground targets and pave the way for future missions.

Either way, all you have to do is get past all the guns and fly low level over the runway until it says "recon photos taken."

Mission 39

If you left the two SAM sites to the immediate east of the base then this mission will be even easier. All you have to do is destroy three of them anywhere on the map. The best weapons are AGM65s and HARMs, but you may want to use unguided rockets to save supplies. This of course necessitates a steep accurate dive, but what the hell - you've got this far, you must be able to fly a plane by now.

Mission 40

Intelligence suggests that there is some activity deep in SPUDD territory, so you've got to drop in a spy and get some information about future missions. The dropzone is right on the other side of the map, but again the easiest way to it is to the east. There may be just as many guns, but the height of the mountain to the west makes you vulnerable to SAMs that are strategically positioned in the valleys.

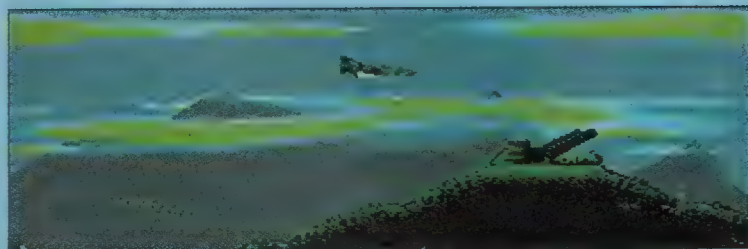
One major point to remember is that you must slow down and stay flat as you drop off the secret agent. If not, he will be splattered and the mission will be goofed.

Mission 41

This is a biggie, so tool up with an F4 Phantom and some 2,000lb bombs and head east over the low country. Remember that the enemy will have re-built some of the SAM and gun sites that you previously destroyed, so watch out for those heat-seeking missiles on the way.

The target is the large gun barrel-looking thing on the hill. This is just after the secret SPUDD base which is set into the hill, but you'll have to wait a few missions before you destroy it.

The secret weapon will be destroyed with one big hit with a 2,000lb bomb, but you have to time it just right and account for the wind and drop rate. If you press the bomb release just before you pass over the target, it should hit it squarely. Make sure the whole site is just a blackened mess before you head for home, but be careful not to run out of fuel.



Mission 42

Okay, now it's time to get serious. Those SPUDD suckers have had it good until now, but it's payback time (and other assorted hero clichés). For a start, why don't you destroy their runway and stop those planes attacking you.

My advice is to use something big enough to carry the JP233s and Durandels. These are the only weapons capable of denting the concrete runway, but you'll still have to negotiate the flak guns to get there, so you may want to use a ground attack plane to clear the way.

Once over the runway, activate the JP233 and it will drop mini bombs all the way. You may notice that there are some Stealth Bombers prepped for take-off and by blowing them up you are preventing a major SPUDD offensive. Wow! Now get home in one piece to finish the mission.



Mission 43

This is not the base on the side of the mountain, but the small collection of white buildings further to the east. As you fly over, you will see a convoy of trucks and tanks just waiting to be levelled. Oblige and give them scorched earth.

The choice plane for this mission is any of the medium bombers or the A-10. You will need a powerful gun and plenty of bombs. The bombs for the buildings, and the gun for the soft targets such as the trucks.

Mission 44

SPUDD have been using our scientists to work on their new weapon system (you know, the one you destroyed earlier on), but one has broken free of his garlic-smelling captors, and is waiting on a hill for immediate pick-up.

Select one of the helicopters, because there is no runway to land anything else on and the hills mean it is the perfect place for SPUDD snipers to pick you off.

Luckily, this is a short range mission and you can even risk an unarmed Wessex, provided you have already taken out all the guns near the base. The scientist is waiting for you on a plateau just over the big hill to the east.

Mission 45

Now you get to take out that big experimental base that is set in the side of the hill. Select an F-111 or a MiG-23 for their heavy load capacities and stock up with bunker bombs on both wings. This base is damned tough and you will need the biggest thing short of a Tactical Nuke!

Approach the base from the west, pass over and recce the area, then flip the bomber using the stall technique, and fly back low. As the base comes into view, pull up close and drop your payload so that it falls into the base itself. You must do this or the bunker-like housing will survive the impact.



BACK IN THE MED



Mission 46

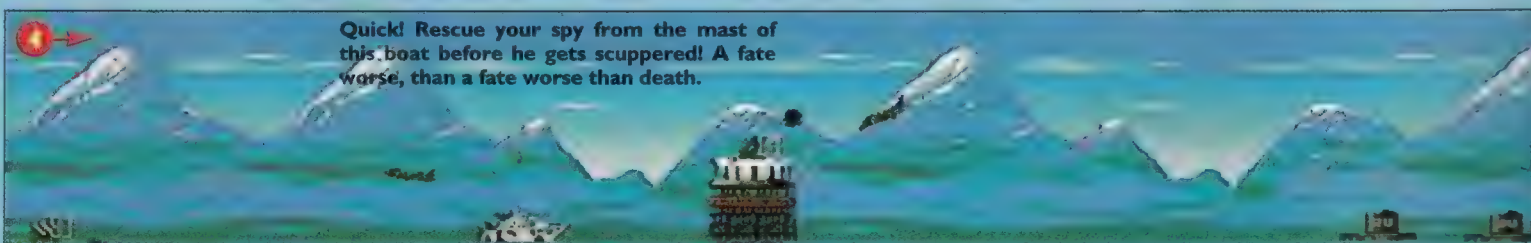
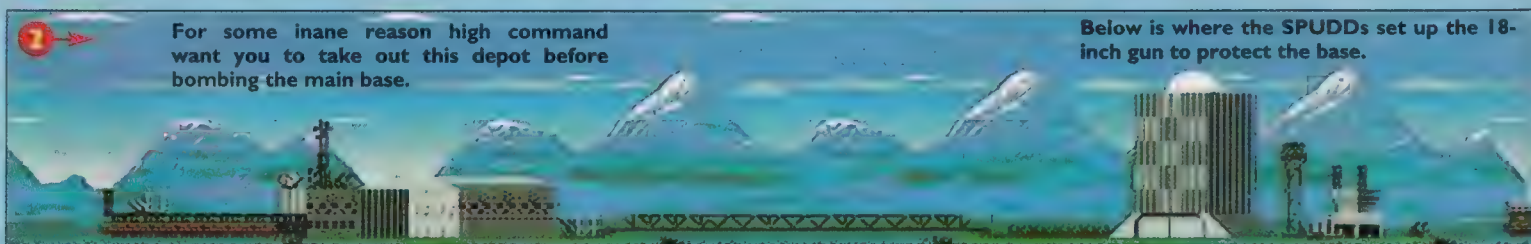
Back in the Med aboard a Russian carrier and those SPUDDs are at it again. This time they have an base in the ocean which is suspected to be manufacturing a fleet of submarines. Fly over the base and get some holiday snaps.

Of course, you don't really want to be armed with just a Kodak fun camera, tool up with some AGM65s and any plane you feel comfortable with. The Aeromanchi is good for this mission because it is highly manoeuvrable and relatively well armoured.

You will need to head over to the west and fly low level over the base in order to get the shots. The first thing you will encounter is a small tower with a single flak gun mounted on top. This is to protect the base, but use an air-to-ground missile and silence its barrels.

Next up is concrete gunnery dome which is tough to destroy, followed up by a couple of ground guns and a huge pyramid. Just after is the place where the photos are taken, but you must be slowed right down to get it.

Take my advice and use a large bomber to start off with, and load up with air-to-ground missiles like HARMs and AGM65s, then attack the base with everything you have; taking out all the guns with the missiles as soon as the target square appears.





Mission 47

Warning, warning! A gunboat is on the way to attack the carrier and the only thing between it and the carrier is, erh, you. Get in the cockpit now and load up with Sea Eagles.

Aeromanchis are good for this mission because it is relatively straightforward, but you may favour a carrier-based aircraft because of the short landing strip. The A-5 Intruder is a superb plane for sea attacks because it has a tailhook, loads of bomb space and a large fuel tank.

Approach the gunboat from the east, because then you don't have to go anywhere near the sub base. All you have to do is fly east from the carrier and fly across open ocean.

The gunboat is a huge target, so it is probably best that you load up with some bombs as well as Sea Eagles, because the hull is so thick. Just after it is a small island with a radar base on it, so why not use any excess bombs wasting it?

Mission 48

James Bond, or some other secret agent tough guy needs your help. He's stuck at the top of a mast on a SPUDD PT boat and your mission is to pick him up before the enemy reach him.

Use the Wessex helicopter for this task because there are no enemy forces to contend with (apart from that first gun on the raised platform). Simply fly quickly over to the west and grab the little guy; avoiding the sporadic gunfire from the PT boat.

Mission 49

In a tit for tat move, the SPUDs are sending some covert subs to sink the carrier before the secret agent's information can be used. Use any vehicle for this mission because all you really need are some unguided rockets or Sea Eagles.

I used the F-5 Tigershark for this mission because, well because I felt like it. It has a tailhook and so is perfect for a carrier mission, and it hasn't been used so far, so why not?

Sea Eagles have a tendency to completely miss a targeted sub for reasons unknown, and you usually have to dive on the target and fire off a couple at the last minute. Make sure you pull up or you'll get peppered by the abundance of shrapnel.



Mission 50

The process of demolition now begins, with a preliminary mission to take out the gun battery at the front of the complex. Because it is so well protected, it is hard to hit, so use 1,000lb pounds as a minimum weight and when you drop them, stay low enough to see if you hit it.

If not you will have to fly over the pyramid and flip around (using the stall technique to avoid gaining too much height) and try again. Beware, there are gun batteries all around the target and getting in and out won't be easy.

Mission 51

Another air-to-air mission, but this time with more planes. As before, select an air superiority jet that's fast, but can hold at least ten Sidewinders or Sky Flashes. You will need them all.

As you approach the targets, climb steeply and then dive into them. This makes sure you come from the sun and causes them to lose speed while you gain it. Now fire off as many missiles as you pass. If you keep your finger on the missile fire button as you dive, they will fire only when in range, and this saves you precious seconds in reaction time.

If you didn't destroy them both, pull back around immediately and try again, this time picking them off as they turn with guns or remaining missiles.

As soon as you kill the first couple, two more will appear and you better have some missiles left. If you choose the F-15 as your plane, take advantage of the Phoenix

missiles offered and try to destroy both the planes with a single blast. The Phoenix are considerably more potent than Sidewinders and are also long range so you don't even need to scratch the paintwork!

Mission 52

How resourceful. In a vague effort to protect the sub base from your assaults, the SPUDs have nabbed an 18-inch artillery gun turret and are going to use it on the carrier. Oh no, if only we had a suicidal pilot to go in there and neutralise it – wait a minute – we do!

The turret is housed between the large pyramid and the next observation tower. Simply fly in with any fighter/ bomber and drop your entire payload in the dip. For a laugh, I used the Hunter – and it worked!



Mission 53

Picky as always, the high command feel that you should disable the SPUDD supply depot on the west end of the base before you drop the big one on them. This is easy, so pick a nice juicy bomber like the Phantom or Tornado, then load 'er up with plenty of bombs.

Head off to the east for a safe ride and as you pass over the docks, drop your entire payload. The obs tower might also need some attention if you fancy it.

Mission 54

Now, the moment you've all been waiting for. That huge cluster of buildings and factories needs to be permanently shut down and you're the mad bomber who has the permit.

Personally, I can't resist using the markers and sending in a B-52 for this job, but you probably have to use them for something much more important later on, in which case use an F-111 and 1-2,000lb pounds.

Simply fly over the target at a reasonably altitude (although not enough to provoke the SAMs) and drop your bombs at will. Ha ha, look at all those explosions and dead SPUDs!

On the other hand if you do want to try my B-52 idea, and I don't mean re-invent myself as the BC-52s and sing a crap song about the Flintstones, then choose a fighter plane, some markers, and a drop tank to increase your flying time.

Saddle up, this is gonna be good! Fly out to the base and drop one marker at the start and then one on the other side. Now fly up to high altitude and wait for the B-52 and the enemy to arrive.

SPUDD always manage to send up planes to fight the B-52, so you've got to defend it with everything you've got. It's no good staying near and deflecting the bullets and missiles, you've got to head straight at them, guns blazing and make sure none of them get through.

When it's over the first marker, the B-52 will begin dropping bombs at a constant rate until it reaches the last one. This will totally level the base and complete the mission, but stay up to defend the bomber until it disappears into the atmosphere.

Alternatively, if you want the sensible no-risk approach, load up a MiG-23 with Sky Flashes and go out and take out the planes, then return to the carrier, tool up with the markers and drop tank and then carry on the mission. The choice is yours.

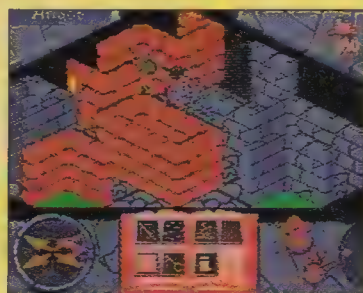
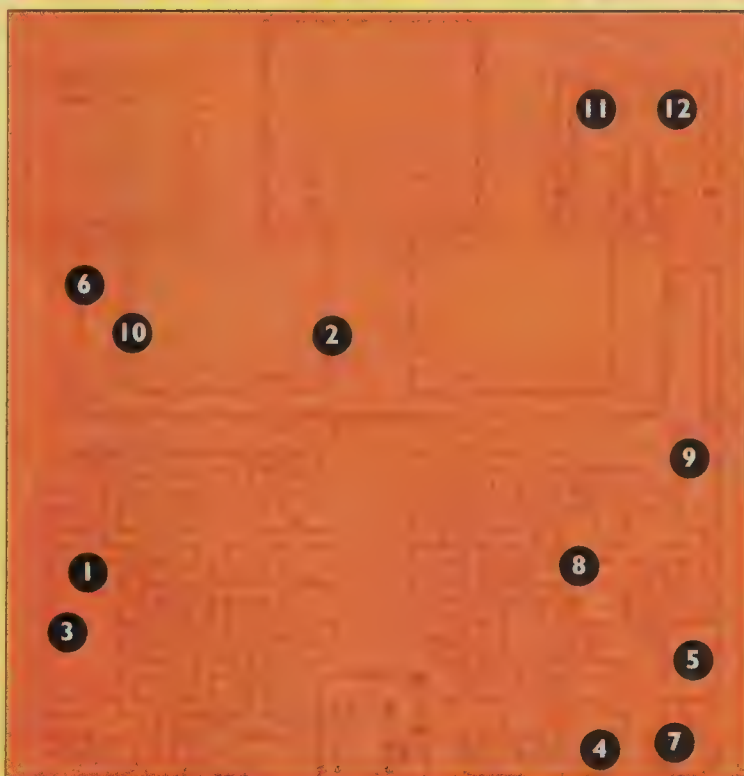


Legacy of Sorasil

At last it's here! After three issues and countless hours of toil and sweat by yours truly, we can present the conclusion to our outstanding *Legacy of Sorasil* solution. This is it — finished, finito, fini, absolutely the end. Finally I can put my feet up and do nothing for a few days. However, life as tipster is never a breeze and I'm sure that lovely editor chap will have loads for me to get stuck into next ish. Gumph!

Part 3

THE TEMPLE OF SORASIL



PUBLISHER: Gremlin Graphics PRICE: £29.99
DEVELOPER: In-house OUT: Now



Get dem goodies

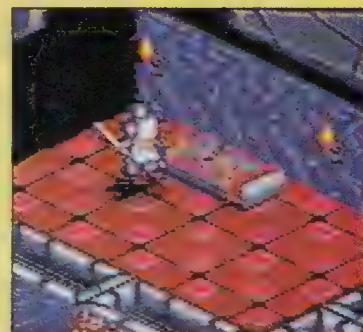
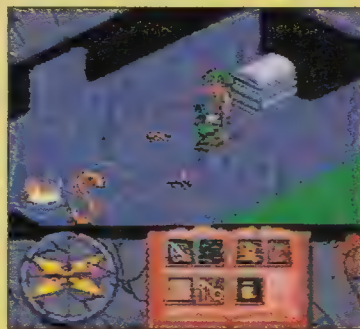
1. Search around the altar to find a pair of chalices worth 100 gold coins.
2. The coffin contains a spell of healing wind, best used by characters skilled in magic.
3. A crystal of swift wind is to be found here.
4. Search the coffin to find a strange book which crumbles into dust as you read it. Other than that it doesn't seem to serve much purpose. Odd, really.
5. Look around next to the upper wall to discover a ruby worth 150 gold coins.
6. The coffin on the left contains a diamond to the value of 80 gold pieces.
7. Check the casket to be rewarded with an Elixir of life.
8. Do a treasure search in the top left corner of the room to find a jolly useful potion of healing.
9. Look in the coffin to find a rotting corpse who no longer needs his helm of defense. Lot of good it did him anyhow!
10. Search around near the bottom of the right hand wall to locate the mysterious staff of doom.
11. Look around at the farthest wall from the door for a bracelet worth 100 gold dosheroonies.
12. The far wall conceals an emerald worth 150 gold coins.

GENERAL HINTS

Upon first entering the building the maze looks pretty nasty — especially with all those monsters lurking about the place. It doesn't, however, present much of a problem. Nearly all the nasties inhabiting the temple are easily killed and present more of a hindrance than a threat. Haxar, Angor and Grimbeard should be able to clear the entire maze without taking a hit. The winged serpents require four hits, the others only three. The only things to be wary of are the three-headed serpents — very tough! There's two. One's in the big room on the left and one in the middle room on the right. Use the old 'put 'em to sleep' ruse to soften them up.

When you've picked up all the goodies it's time to negotiate the maze of teleporters in the big room at the top. Here's how to do it:

Take two characters to the far left of the room. Move the first character onto the first leftmost teleporter. Keep walking forward until he's whisked across to the right, then leave him there. Now take the next character. Keep going forward as far as you



can without getting taken back to the start. When you've gone as far as possible, go to the teleporter on the left and, from where it dumps you, go to the right. You should find yourself plonked on a platform by an altar. A quick search will reveal the object of the mission.

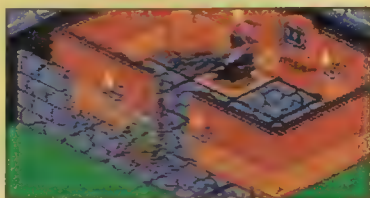
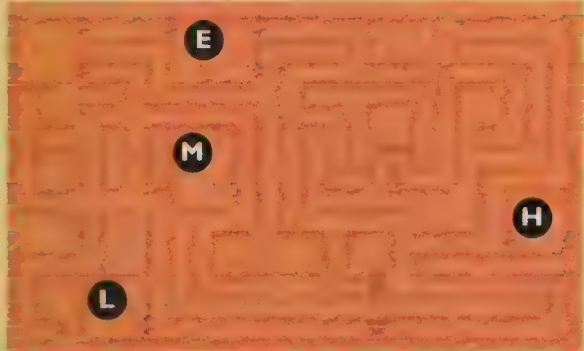
VENTHRAX CASTLE

Depending on their order in the party, each character begins in a different corner of the map. They must each walk over the lettered tiles in order to form the appropriate password and gain access to Venthrox's throne room, located in the centre of the complex. The method for Venthrox's destruction and completion of the game is the same as for all previous big baddies. Cast sleep with the spell-caster, then duff him with the toughies.

HELM

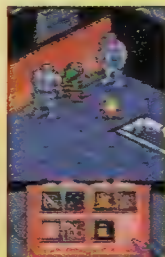
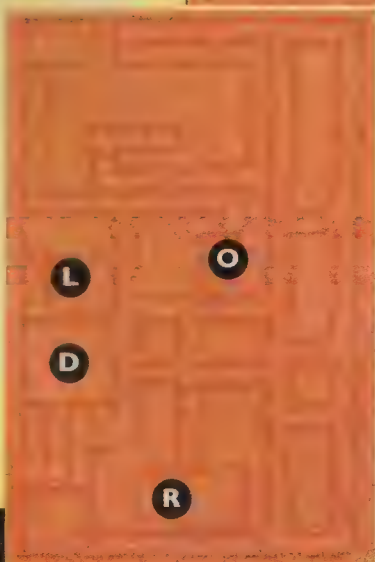
If you arranged your party as suggested in part one of this solution (to refresh your memory it was spell-caster first, dwarf second, barbarian third and

palladin last) you should find the barbarian appears here. Don't go around looking for fights as he'll need to keep his energy for the final showdown. If he is forced into the odd scrap, however, he's quite capable of dealing with anything that might get in the way.



Being the numero uno head-basher of the party, there's nothing here to worry the dwarf. Any nasties who stand in his way are soon given a good thrashing. Once he gets through to the centre of the castle he should scout the path surrounding the throne room. It's littered with traps which should be dismantled for the others to pass.

LORD



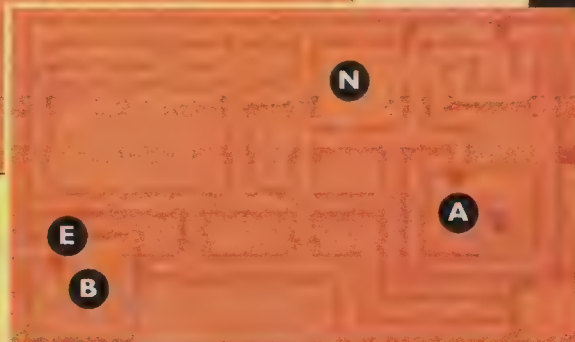
KOTH

This can prove a very tricky section for Haxar. Not only does he have considerable difficulty biffing the resident denizens, but there's also some rather nasty traps which render the letter 'T' unreachable without losing valuable energy. Therefore it's quite a good idea to equip the fellow with a toolkit. Again, the avoidance of fights is a wise policy though, in fairness, the poor old Palladin has served his useful purpose and might just as well be left to die. All the more loot for the others, eh?



BANE

Here's where the spell-caster should start, and this presents a bit of a prob. Previously it's always been possible to clear a safe path for the weedy one using the hard men. Here,



however, he/she must go it alone. Avoid confrontations at all costs. The only way to beat enemies with such a weak character is by using spells but you need to retain as much spell power as possible for the last bit. Only fight if there's no way around it.

CD32 busters

Guardian

It's big, it's fast, it looks a bit like *Star Wing* only faster. Check out our unique and exclusive hints, designed to get you kicking some alien butt in Acid's highly impressive *Guardian*. These are only a few of the basics, however. To become a real hotshot takes lots of practice and a pair of cool shades — just ask Tom Cruise!

■ PUBLISHER: Gremlin Graphics ■ PRICE: £29.99
■ DEVELOPER: In-house ■ OUT: Now

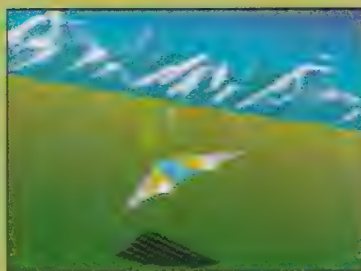
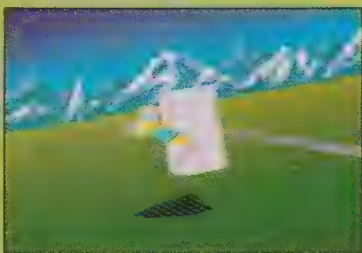


As with real combat flying the secret of success in *Guardian* is not simple, seat-o'-ya-pants flying. You can try just going hell for leather to nail the enemy and you will get some of them. Unfortunately you'll also hit a lot of your own buildings and installations and you won't last very long at all behaving in that fashion...

To succeed it's vital to master a few tricks and manoeuvres to outwit the enemy. They are superior in number but not very intelligent in the way they operate. A swift turn here, a nifty flip there and you can throw their ranks into confusion.

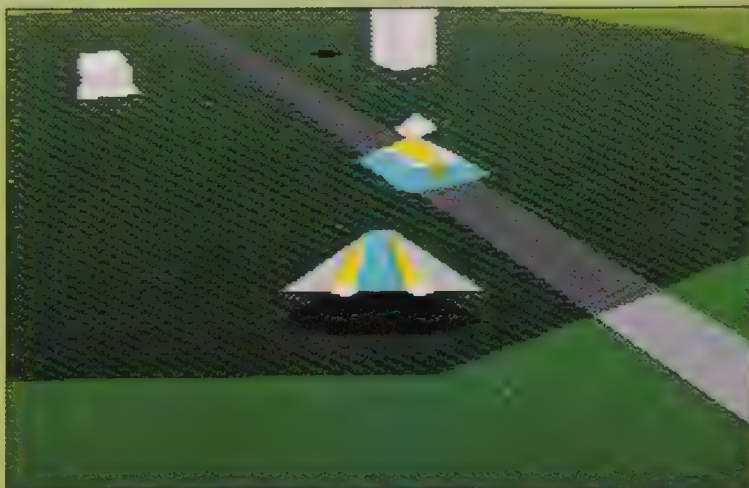
The first thing to do, if you want to get a few easy early kills, is to accelerate straight ahead from the launch site. The alien mothership will be dead ahead and dropping dronoids from its underside space doors. Accelerate straight underneath until you reach the end of the shadow then, the second you reach the far side, flip and hit the breaks. There should be number of dronoids hovering about dead ahead waiting to deploy. If you're quick and accurate you should be able to take most of them out. Don't hang around too long though. Enemy fighters will soon suss your game and start taking pot shots.

Your main objective is to destroy the dronoids which appear yellow on the radar display. Other craft are in blue. Dronoids are very slow moving but this can actually make them harder to hit, especially when travelling at speed. It's better to stop and hit them while stationary but check the radar for escort fighters or you'll be sitting duck.



Should quite a few enemy craft appear in view you can stop and strafe them. This is very effective, predominantly against dronoids, but can result in the destruction of friendly installations. So don't do it too often. Also don't hang about. The enemy will try to get behind you as soon as you slow down. A couple of seconds is really all you can afford before accelerating away.

Though you should concentrate on the dronoids as much as possible, it's the fighter ships which cause you the most trouble. These teleport into the battle area from elsewhere and need to be dealt with quickly. When engaging fighters in dogfights try and stay at altitude. A lot of bullets will be flying around causing much damage to friendly buildings on the ground.



Very often you'll see enemy ships pulling across in front of you. They're circling to try and get behind you. When this happens, stop and spin on the spot while firing rapidly. If you're quick you should be able to hit them before they disappear off the side of the screen. Should they start to get away, hit the thrusters but keep turning. You can out accelerate and out turn them. Keep firing and they'll soon cease to be a hindrance.

By far the most common scenario, though, is when you have an enemy on your tail. You can out run him, but turning and getting him in your sights isn't easy. Instead, speed away to gain a bit of ground then flip and let him have it right in the face. The important thing to remember when using the flip control is that you carry on travelling in the direction you were going before you turned and it's all too easy to go careering backwards into an obstacle. It's always wise, therefore, to keep the thrusters going as you come around in order to slow you down.

One last thing — look out for suicide runs by the enemy. They don't mind forfeiting their lives if it knocks a precious few points off your energy bar. Hope that lot helps you out. ■

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threatening to end it all, even looking to bring about the end of the civilised world as we know it. And Smith? He offered to buy the company. Enjoy the new reign reader...

Ah, what bliss! The sad, bemoaning tones of Wynne (Yes, you do pronounce that 'whine') have been replaced by the ecstatic, heart-stoppingly loud rantings of Smith. These two lads are chalk and cheese — Wynne's the eternal pessimist, bleating on about all things sad. Smith's the ever hopeful optimist, his face scorched down the left side because of his annoying habit of always looking on the bright side. They tackle problems in quite opposite ways. For example, upon the announcement of Commodore going into liquidation, Wynne was the voice of doom and gloom,

Thanks for supporting the CD32 when so many other magazine publishers seem to be ignoring it. I owned an Atari ST for years but I have not touched it since receiving the CD32 for my birthday three months ago. As an ST user I followed the fortunes of the machine for a long time. During the late eighties heyday of the 16-bit computer, we ST and Amiga users were the envy of the many Spectrum and C64 owners. I then saw this ST decline spectacularly and now is as dead as the 8-bit contraptions I mentioned earlier.

The Amiga continues to move along steadily, though the software market is becoming increasingly budget orientated, at least as far as the A500/600 are concerned. Why then are the majority of mags snubbing the CD32 despite its huge potential in such a wide range of applications? I know Commodore have had their problems but there's no shortage of software support, yet without the coverage from the media, how are people supposed to get to know about it. I hope the other mags get off their backsides and follow your fine example.

P. WATTS, Cleveland

I really don't know what's up with other so-called multi-formats. Not only has the CD32 been dominant in the CD charts — although, with the lack of recent software this has declined slightly — it's also produced some high quality games, plus, of course, it outpowers all 16 bits and makes the MegaCD look a little dated. It's down to fashion and trends methinks — I guess some magazine editors need to realise that there's a big gulf between fashion and style sometimes and that they may not be acting in their readers best interests when they decide to drop the CD32 because it doesn't suit their image at the time. But what the hell — if all the rejected CD32 owners end up here, it's best for us and them. You're getting more for your money and a crusading editor to boot. What more could a depressed CD32 owner want?

I discovered issue 2 of your magazine in my newsagents completely by accident and have been reading it ever since as it is the only mag dedicated to my beloved CD32. Much as I enjoy it however, I do have few ideas for how you could improve it.

1. More features. Why not do a feature old Amiga classics which should come out on CD? It might make software companies sit up and take notice.

2. A techy bit. I know you're are a games magazine, but what about a bit of information on hardware add-ons available. I know there's quite a few but I wouldn't where to start deciding which I should get.

3. How about some FMV demos on the cover CD. By the way, some of the programs don't work each month. What am I doing wrong?

4. Print more of my letters. This is the third time I've written how about it, guys?

Well that's about all from me so I'll sign off. Keep the good things flowing.

DANIEL BERNARD, Newquay

Thanks for writing David — good to have you on board. Mind you, we haven't exactly been hiding the mags away on the shelves, but welcome anyway, even if your arrival is somewhat late!

1. Good idea. If we were the kind of magazine to hand out prizes, I'd hand you one right now. Certainly something that we'll bear in mind over the next few months.

2. There's not exactly a multitude of hardware add-ons for the CD32, but, as those little gadgets appear, we'll certainly take a good, long look at them.

3. It's something that we're looking for for the future. Since it's one of the many things that the CD32 can handle, there's no real reason why it couldn't be included on the cover disk other than the fact that such demos can be difficult to get hold of at times. Still, we'll do our best!

4. Sorry.

I purchased your magazine yesterday. I suppose, because of the shiny CD slapped on the front. As the recent purchaser of an Overdrive CD-ROM for my Amiga 1200 I was eager to acquire a supply of CD32 games to try on it. I have learnt in the short period of ownership (one week) that life with the Overdrive is going to be interesting. The same day on which I bought your magazine I had to return Heimdal 2 CD32 as it refused to co-operate with my system. Was my life to be one of exclusion to PD-CD collections? Thankfully no.

The best way to approach the Overdrive, it seems, is to treat it as an unco-operative hard drive which won't play your old, favourite games (I've got one of those as well). Therefore, scalpel in one hand and a pint of Theakstons Old Peculiar in the other, attack any startup sequences which get in your way.

The principles are as follows:

1. Access the Overdrive through AmigaDOS for the best results. This will require using the Amiga early startup control screen(hold down both mouse buttons on reboot).

2. Choose boot with no startup sequence.

3. Mount the Overdrive (Syntax "MOUNT ROOT::Storage/CD0") where Root is your SYS: partition or boot disk.

4. Use AmigaDOS to launch CD games. This will require that your modified startup sequences are located in the SYS: partition of your hard drive (or your Workbench bootup disk).

syntax "Execute Root:S/CD startup-sequence"

As an example here is the startup sequence for *Litil Divil* from your cover disk. Once loaded this does not crash, unlike the warning, so the shenanigans are worthwhile, no?

NB: You must copy the C command Freeanim from the cover disk to your root C directory

Assign LD32_ DISC: CD0: LitilDivil

Assign LD_ GFX: LD32 DISC:gfx/

Assign LD_ BIN: LD32_ DISC: bin/

Freeanim > NIL: < NIL:

LD_ BIN: Id > NIL: < NIL: -t3-q

I hope that this inspires fellow Overdrive owners to have a go at non-working CD-32 games. Having got this far I am looking forward to the release of *Litil Divil* and fully expect to be able to play the thing.

One request folks. Do you know if Archos, the manufacturers of the Overdrive have a UK contact, or their address in France? *Heimdall 2* wouldn't work because there isn't an emulation for the pause button on the CD32 controller within the CD0 mountlist and I would like to contact them regarding this.

I wish you every success with CD32 Gamer and look forward to future issues.

JOHN COATES, Hull

Thanks for the comments John — hopefully all your hard work will go to some good use and help out other A1200 users out there! If you need more information regarding the Overdrive, or if you, like John, require more specific information, try calling ZCL on 0543 414817. Our esteemed assist publisher tells me that they'll be able to sort you out.

Thanks for another great issue of CD Gamer, which prompted me to spend ridiculous amounts of money on new games, despite the problems with the *Litil Divil* demo.

But there my jovial mood swings dangerously close to the lower pits of manic depression as I read the ill-fated words of Mr Pleasance.

I love computers, always have done. But I'm beginning to relate rather too closely to the biblical warning 'Greed will be your downfall'.

It all started with an Atari 2600. Then the long term appeal of Pong wore off and I invested in the state of the art Sinclair Spectrum 48k (with nifty rubber keyboard) and everything was fine. Cheap games, witty magazines, variety, gameplay, heaven.

But, as is always the case, as the years went on, the best thing in computer heaven was banished to the lower regions of dumperville. Soon surpassed by the Amiga. I wanted one, yes I wanted one, but I stood my ground and remained faithful to the mighty Spectrum. I was having none of this £400 new fangled technology.

Then the next step arrived by way of the SAM Coupe. The Spectrum owner's dream. 256k of mem-

ory, 3.5" floppy drive, yet almost total compatibility with the spectrum classics.

Where is this wonder machine now you may ask. I'll give you a clue, it starts with D and ends in UMPERVILLE!

My troubles all disappeared when I bought my A500. Loads of games, good history, huge software support, it couldn't fail.

But then came the A1200. Bigger, better, brighter, £200 more expensive. I had to have one.

As soon as I'd saved enough money to buy the A1200 the CD32 arrived. This was it, the dream machine. Perfect in every way (bar the sad casing design) and all set to torch the computer world with the mighty Commodore flame of success.

All's well that ends well... I don't think so!

Now the flame is dying, and Commodore's ever optimistic MD is saying this could be the end. Have you noticed how many magazines have erased the CD32 from memory? Several 'next generation' magazines have supported the machine for two or three issues, but then dumped it. Two new magazines arriving have sections for CDi, 3DO, Jaguar, PC, Mega-CD, but nothing at all for CD32.

What's gone wrong? Amiga Format published a standalone magazine called CD32 but we've only ever seen one issue, and Amiga CD! Seems to have vanished too. You may well be the best magazine for CD32, but that's not too difficult if you're the only one!

Please restore my faith in Commodore, tell me I didn't blow another £300 on a fancy CD player.

PAUL LOUGHREY, Keighley

Ah, but for my self control, my warped sense of humour would certainly get the better of me here! Right now, the whole darn Commodore business is in some kind of limbo — while it's sort of reassuring to see so many other companies bidding for control of the fallen giant, it does mean that decisions regarding its future keep on being delayed, which doesn't really help out us CD32 owners. What we want is commitment to the machine, acknowledgement of its potential and a little bit of stock and marketing to put it back on the rails. I think that many people were initially surprised at the success of the CD32, and, if Commodore had avoided the collapse, who knows? Still, the Amiga market itself is too big to go away overnight, and, while it may be simple ports that keep the market alive for the time being, we should still see some software coming through. I sincerely hope that, when this bidding fiasco is over, Commodore is supplied with the manpower and the finance to ensure that both the Amiga and the CD32 has a future worth fighting for.

Find you, should your deepest fears be realised, you can always dig out an Adam Ant CD, paint your nose white and reminisce about the good old days...

First a whine. Not against your good selves of course. It's really bugging me that people keep saying the CD32 looks crap. Personally I think it looks cool. Besides, who are some of these people to talk anyway? The Mega Drive looks like a chopping board with a blister. The Atari Jaguar looks more like one of those Tomytronic 3D games you used to get. You know the ones. You held them up

to your eyes and got a headache for about four hours afterwards. And as for the SNES! Why does Fisher Price spring to mind?

Anyway, onto my point. When oh when is someone going to come up with a decent six-button controller for the CD32. The one which comes in the box is completely awful. How about a six button joystick as well? As it is most CD32 games are more or less straight ports of older Amiga games, right? Well these were designed with a joystick in mind. For instance, with platform games it's quite tricky when using a pad if 'up' is jump, yet it works fine on a joystick. If we're not going to get a decent controller, why can't the software people tweak the games so one of the pad's many idle buttons can be used? Surely it can't be all that difficult. And while we're on the subject, how about *Super Street Fighter 2* and *Mortal Kombat 2* on CD? I think they'd be amazing.

Sorry about the moan at the start but I'm a whinger by nature. I hope it won't stop you printing my letter. See ya!

PETER BROXTON, Kent

I tend to agree with you concerning the joystick, although it may be a bit impractical having six buttons since, traditionally, one hand holds the stick, the other the base — doesn't leave many hands for fire buttons, does it? I've always thought that ports should allow for the use of at least two fire buttons if necessary, or, better still, a configuration option to allow you to set it up yourself. There's already a few other joypads around — we use the Competition Prop Pad — for more details check out our Super Savers section. Highly recommended!

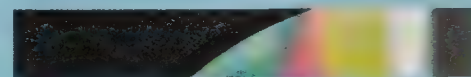
Hello CD32G lads and lasses! Actually, are you lads and lasses or just lads, or what? We never actually get to see you. All the other computer mags have pictures of the reviewers. Are you aliens, or are you just very very ugly? Personally I've always believed you can tell an awful lot about a person just by looking at their face. For this reason I like to see the people who are reviewing the games. That way I can make up my mind who's to be trusted and who isn't. Even so-called 'cheap' games aren't that cheap at ten quid (I can't help it if I'm poor) so I have to be very selective about what I buy.

Now for a question. I heard that Microprose's brilliant UFO Enemy Unknown is coming out on the CD32. Is this true, and, if so, when will it be? I played it on my friends PC and it was stonking.

Right, erm, I've run out of interesting things to say so bye bye!

EVAN JONES, Bridgnorth

The reason that the boy Wynne didn't print his picture is strikingly obvious — turn to the letters page in past issues and you'll see the (his) problem. We don't carry the egotistical problems of other reviewers though — we KNOW we're good looking and we don't need a picture in a magazine to prove otherwise (which it probably would...). As for UFO, check out this month's review — it's out and about and not a bad little game to boot.



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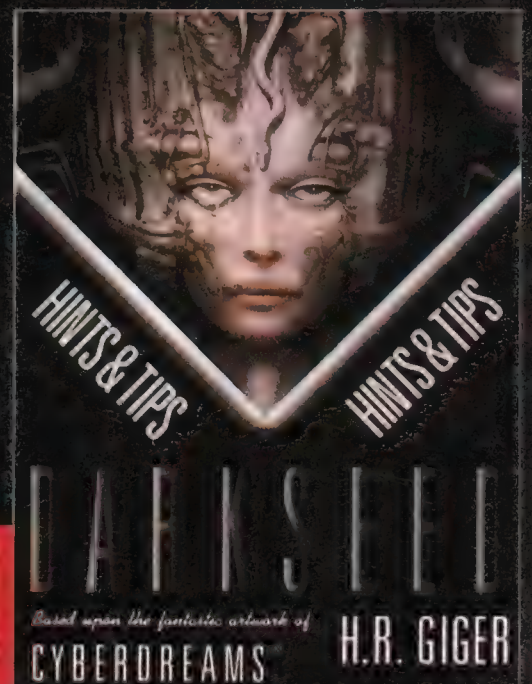
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A.C.G. 4
91%



As a fine artist, I have been very pleased. As I looked at screen after screen, I recognised my work and felt that great care was taken to keep many elements of my original art. I could only say "beautiful". This was a new experience for me to see my art used in an interactive environment. I have enjoyed my first true experience with computers, a medium which has only just begun.

In response to the enormous success of our SuperSavers offers, Cyberdreams Interactive Entertainment are offering DarkSeed at a reduced price of £24.99 (that's a fiver off to you), a rather good deal already, but, keen to promote this high-concept Gamer Gold, they're also throwing in a spectacular Hints & Tips book (worth £6.95) that accompanied the original AI200 release.

There's a limited amount of these **CD32 DarkSeed Special Editions** available, so get your coupon in quick to avoid disappointment.

My paintings may disturb many people but this is because the viewer does not understand what I am saying. I expel these creatures and their pain by painting them onto a surface, trapping them forever. In a somewhat symbolic manner, I also free myself. The worlds of both the imagery and the medium create a sensitive situation where I must work hard to become the master - dominating both the medium and the fears.

I work primarily with airbrush and pen & ink, but have found occasion to work with many media - an idea in itself often will choose its form of expression. In any form, art is something to share an emotion or an imagination.

My work with Cyberdreams has exposed me to a new world. A world that I know very little about but find very interesting. In the beginning, I was not very involved in the DARKSEED project, but as time went on, I became more interested and also developed a better understanding of computers.

As a fine artist, I have been very pleased. As I looked at screen after screen, I recognised my work and felt that great care was taken to keep many elements of my original art. I could only say "beautiful". This was a new experience for me to see my art used in an interactive environment. I have enjoyed my first true experience with computers, a medium which has only just begun.

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H.R. GIGER
From DARKSEED
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"Simon is a solidly constructed game with plenty of well thought-out puzzles and the funniest jokes to appear on an Amiga. If you fancy a laugh, there's no competition to this brilliant game."

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"Banshee plays like a dream, the smooth controls and delightful speed of your craft making play immediate fun. The extraordinary AGA graphics and slick playability make it the best brain dead action around..."

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Profiled in issue 2, this fantastic doo-brie is 100 times better than the standard CD32 joystick, supporting all six fire buttons each with an individual autofire setting and there's even a cility! A great value joystick. **99%**

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A B

ALFRED CHICKEN

Mindscape

Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels testing platforming skills to the limit.

ACG Rated 78% (Issue 1)

ALIEN BREED

Team 17

An overhead-view blast-'em-up in the Gauntlet vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric with a simultaneous two-player mode. (Available in Doublepack with Qwak.)

ACG Rated 77% (Issue 1)

ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

ARCADE POOL

Team 17

Sophisticated it's not, but for quick action entertainment this is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

BANSHEE

Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BATTLE CHESS

Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

BATTLETOADS

Mindscape

Despite the brilliantly varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. It's also worth pointing out Mindscape have neglected to improve the graphics and sonics over the NES version, making this a waste of time.

ACG Rated 22% (Issue 3)

BEAVERS

Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

BRIAN THE LION

Psygnosis

An imaginatively varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL

Millennium

A side-scrolling SF sports game which crosses American football with all-out war. Fun for while, but ultimately unsatisfying due to confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX

Core Design

Large, colourful sprites star in a genuinely cartoonish platformer. Stix himself is a great little weapon with a host of different functions, while gameplay as a whole is original and entertaining.

ACG Rated 89% (Issue 1)

BUMP 'N' BURN

Grandslam

A relatively straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)



C D

CANNON FODDER

Virgin

A shoot-'em-up with a difference, ie bucketloads of originality, playability and blood-splattered black humour. A big game with masses of replayability.

ACG Rated 90% (Issue 2)



CASTLES II

Interplay

Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN

Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

CHAOS ENGINE

Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. It's obviously rather unoriginal, but action is fast and furious and should keep you occupied for ages.

ACG Rated 71% (Issue 2)

CHUCK ROCK

Core Design

Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II: SON OF CHUCK

Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The son of Chuck is a great new platform character and there's loads to see.

ACG Rated 86% (Issue 2)

DANGEROUS STREETS

Flair Software

Static this looks like a big and brash SFII clone. But once things get moving animation proves to be dreadful and gameplay uninviting.

ACG Rated 22% (Issue 1)

DEEP CORE

Ice

Nice intro soundtrack and reasonable in-game graphics can't disguise tedious and uninspired arcade-adventure gameplay.

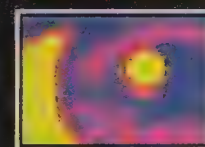
ACG Rated 42% (Issue 1)

DIGENERATION

Mindscape

Crude graphics and minimal sound effects make this one of the most disappointing games on the CD32. This is a shame, as it's a really good puzzle game that's very addictive.

ACG Rated 17% (Issue 1)



D-HERO

Gremlin Graphics

An unoriginal, but still very slick and playable R-Type clone. Five big levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

DARK SEED

Cyberdreams

A slow-paced, but intriguing adventure is made brilliant by some stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.

ACG Rated 90% (Issue 4)



DENNIS

Ocean

Slick, 256-colour graphics but gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS

Millennium

A more sophisticated and tougher variation on the Lemmings arcade format. Sadly, while the CD soundtrack is brilliant, gameplay is frustrating due to an overly complex control system.

ACG Rated 56% (Issue 1)

DONK

Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

F

FIT

Team 17

A nice-looking and very playable racer with plenty of speed and fun. No two-player mode though, and lacks something in depth compared to Mansell.

ACG Rated 71% (Issue 1)

FIRE & ICE

Renegade

Although it can be a little unfair at times, magnificent music, innovative gameplay and some impressive AGA graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

FIRE FORCE

Ice

A side-scrolling Command-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

FLY HARDER

Buzz

A fiddly and overly difficult CD32 version of Thrust. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

FRONTIER: ELITE II

Gametek

A truly monumental game unrivalled in its galaxy-spanning scope. The controls take a while to master, but overall this is an epic which can't be missed.

Truly impressive
ACG Rated 95% (Issue 2)

FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but much in the way of graphics or sonics.

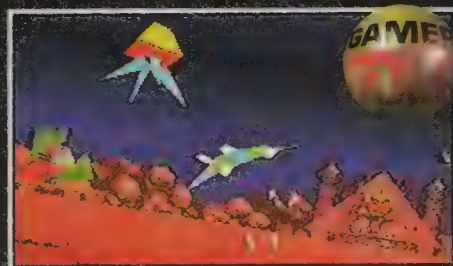
ACG Rated 75% (Issue 2)

GUARDIAN

CDS Software

A truly innovative blaster for the CD32, with a dash of Defender and Star Wars, complementing a visually stunning game. Play is unrelenting and monotonous - in short a perfect shoot-'em-up that does justice to the machine at last.

ACG Rated 92% (Issue 5)



GLOBAL EFFECT

Millennium

A slow, uninvolved ecco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

MONSTER

Team 17

A nice-looking and very playable platformer with plenty of speed and fun. No two-player mode though, and lacks something in depth compared to Mansell.

ACG Rated 71% (Issue 1)



H

HEIMDALL II

Core Design

A truly splendid puzzle adventure with masses of neat puzzles, brilliant graphics and a fun world to explore. Gameplay is completely absorbing and just about makes up for the few, few points left behind far too often. This stands as one of the best puzzle games available and one of the most polished CD32 products around.

ACG Rated 70% (Issue 3)

IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS

System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER

Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

JK

JAMES POND III: OPERATION STARFISH

Millennium

Despite the well-worn puns, this is a slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.

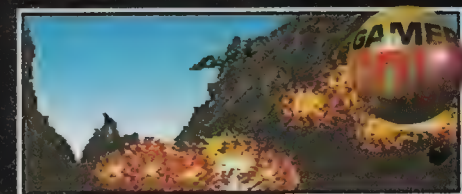
ACG Rated 78% (Issue 3)

JETSTRIKE

Raspurin

A real gamer's delight, packed to bursting with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it.

ACG Rated 94% (Issue 4)



JOHN BARNES EUROPEAN FOOTBALL

Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around, but even if there weren't, I wouldn't buy this.

ACG Rated 32% (Issue 1)

KID CHAOS

Ocean

A blatant Sonic clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

LABYRINTH OF TIME

Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

LAST NINJA 3

System 3

Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.

ACG Rated 68% (Issue 3)

LEGACY OF SORASIL

Gremlin

An atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this immediately impressive, while the easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it rather lacking in depth though.

ACG Rating 84% (Issue 3)

LEMMINGS

Psychosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode, adds no new levels by way of compensation. This is a shame, as is the fact that it really needs a mouse to play seriously. An updated version would be much more welcome.

ACG Rated 79% (Issue 2)

LIBERATION

Mindscape

A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing story involving gameplay and good texture-mapped graphics make this a classic release.

ACG Rating 92% (Issue 1)

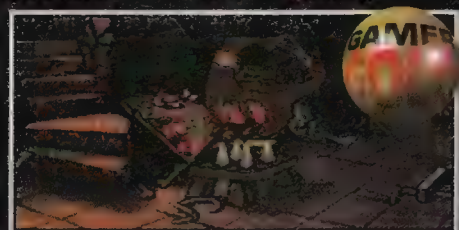


LITIL DIVIL

Gremlin

Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)



LOTUS TRILOGY

Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

LUNAR-C

Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rating 37% (Issue 1)

M

MEAN ARENAS

Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rating 61% (Issue 1)

MICROCOSM

Psychosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.

ACG Rating 60% (Issue 1)

MORPH

Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rating 84% (Issue 1)

MYTH

System 3

Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. Worth checking out as a genuinely innovative title in software history.

ACG Rating 71% (Issue 3)

NAUGHTY ONES

Interactivision

A truly annoying platformer, with a lame two-player option thrown in to disguise the bland graphics and banal puzzles. Control is awkward and progress across the five levels slow.

ACG Rating 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rating 90% (Issue 1)



NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rating 74% (Issue 1)

O

OSCAR

Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing with very limited gameplay.

ACG Rating 59% (Issue 1)

OUT TO LUNCH

Mindscape

Inspired by ancient arcade classic *BurgerTime*, this fun platformer has lots of old-style gameplay with fast action, plenty of power-ups and masses of levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL

Mindscape

A very competent update of the classic *Defender* coin-op: fast, slick and playable. (Available in Doublepack with *Lunar-C*.)

ACG Rating 67% (Issue 1)

PINBALL FANTASIES

21st Century Entertainment

Four playable and colourful tables provide masses of fun with great CD soundtracks. 1-8 player option is especially good fun.

ACG Rating 87% (Issue 1)

PIRATES

MicroProse

Despite a slick new intro and some excellent presentation screens, this looks distinctly 8bit with mainly disappointing combat graphics. Underlying gameplay is quite sophisticated though, with a brilliant sense of openness which perfectly suits the pirate theme. Worth investigation.

ACG Rating 79% (Issue 1)

PREMIERE

Core Design

A varied and imaginative platformer flawed by an awkward control system. Some of the puzzles are imaginative and it's well worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X

Team 17

A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rating 89% (Issue 1)

Q

QWAK

Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun who could complain? Great simultaneous two-player mode makes this excellent value. (Doublepack with *Alien Breed*.)

ACG Rating 84% (Issue 1)

ROBOCOD

Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rating 80% (Issue 1)

RYDER CUP GOLF

Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's worth checking this recent release out along with Nick Faldo's *Championship Golf* though, as golfers are funny sorts.

ACG Rated 68% (Issue 2)

S

SABRE TEAM

Krisalis

The isometric graphics are realistically detailed helping create a great sense of atmosphere. Tactically-minded fans of the SAS will love the game's depth but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI

Psychosis

No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode that extends its playability extensively. Worth a look.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY

Mindscape

A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER

Renegade

Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is a sophisticated and playable soccer sim.

ACG Rated 91% (ISSUE 1)



SIMON THE SORCEROR

Adventure Soft

The funniest videogame yet features a brilliant voice performance by Red Dwarf's Chris Barrie. Besides the fantastic CD soundtrack, this is a big, challenging adventure with great graphics and enough puzzles and action wrapped in the package to make this a treasured buy. A great piece of software.

ACG Rated 90% (ISSUE 4)



SLEEPWALKER

Ocean

A novel arcade puzzler where you must use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and not helped by an awkward control system. Strictly love it or hate it software, this is one to try before you buy.

ACG Rated 80% (ISSUE 1)

SOCCER KID

Krisalis

An average looking platformer is made exceptional by an imaginative control system – the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (ISSUE 5)

STRIKER

Elite

A straight port of a shallow, dated A500 footie sim which is sadly outclassed by the deluge of more modern games. As well as terrible graphics and next to no sound, the ball control is poor and the game plays so quickly it's quite impossible to build any kind of tactical play, as the players run around like they're on speed. As bad a football game as you could wish to find, which is sad considering the pedigree of the SNES parent.

ACG Rated 43% (ISSUE 2)

SUMMER OLYMPIC

Flair

Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming as successful as the spelling of the game. Although some of the graphics are initially quite appealing, the animation of them is incredibly poor, and the annoying random progression of events caps off a game too bad to think about.

ACG Rated 37% (ISSUE 2)

SUPERFROG

Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (ISSUE 2)

SUPER METHANE BROTHERS

Apache Software

Great two-player action in this slick, noisy Bubble Bobble variant, but lack of variety and passwords means this can pall in one-player mode, but top-notch presentation. Check out Team 17's Qwack, first.

ACG Rated 83% (ISSUE 3)

SUPER PUTTY

System 3

An entertaining and original platformer and one of the better early CD32 releases.

ACG Rated 70% (N/A)

SUPER STARDUST

Team 17

Okay, it's basically Asteroids but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

ACG Rated 90% (ISSUE 5)



THE LOST VIKINGS

Interplay

One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

ACG Rated 90% (ISSUE 1)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays considerably worse. In a sane country, this would be banned, but with any luck, there won't be too many shops stocking it in the future. Worth buying our back issue one just to laugh.

ACG Rated 8% (ISSUE 1)

Top Gear 2

Grenlin

The Lotus game engine is reused one more time. It's faster and slicker than before, but the tracks are monotonous, the cars' handling uninvolved and the music awful. Although the CD32 isn't exactly blessed with good driving games, this still isn't a viable option for racing fans.

ACG Rated 75% (ISSUE 4)

TOTAL CARNAGE

ICE

A classic coin-op is almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Oh, and the graphics are appalling, the sound's dire and there aren't even any nice FMV interludes. A truly awful conversion of a brilliant game that is almost baffling in its poor quality. NEXT!

ACG Rated 45% (ISSUE 2)

TROLLS

Flair Software

A cutesy platformer with fourteen different levels. Very similar to, but less colourful than Oscar, which makes it significantly less painful on the eyes. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only, despite some quite innovative graphical touches that certainly catch the eye (the media level is spectacular). Buy the toys, watch the cartoon!

ACG Rated 67% (ISSUE 1)

UW

ULTIMATE BODY BLOWS

Team 17

A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and incredible addictiveness. As well as the normal one or two-player modes, there's a superb knockout bout that makes the whole thing tremendous fun, but most impressive has to be the phenomenal speed the thing plays at (there's three turbo settings). AGA graphics and 16 CD soundtracks add the finishing touches to this brilliant product.

ACG Rated 93% (ISSUE 2)

UNIVERSE

Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (ISSUE 5)

WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Despite a wealth of play options and a novel choice of two view options (isometric and Sensi style) this falls down on poor joypad responses and unintelligent computer selection of your players. Ambitious, but fatally flawed.

ACG Rated 76% (ISSUE 3)

WHALE'S VOYAGE

Flair Software

A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the impression this potentially big game makes.

ACG Rated 80% (ISSUE 1)

WILD CUP SOCCER

Millennium

Sure, it looks gorgeous but this ultraviolent sports sim has minimal gameplay.

ACG Rated 65% (ISSUE 5)

WING COMMANDER

Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (ISSUE 1)

Z

ZOOL

Grenlin

Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. It's a tremendous shame then, that gameplay's so limited. Zool himself is not really exciting enough to become an icon, he's too humourless to be cute and too drab to be dangerous.

ACG Rated 60% (ISSUE 1)

ZOOL 2

Grenlin Graphics

Slick Silicon Graphics presentation sequences, good CD tracks and impressive AGA graphics throughout, but gameplay lacks zest and the first, CD32 specific level is utterly banal. This ant-like hero needs a serious overhaul if he is going to wander towards the CD32 for a third time...

ACG Rated 70% (ISSUE 2) ■



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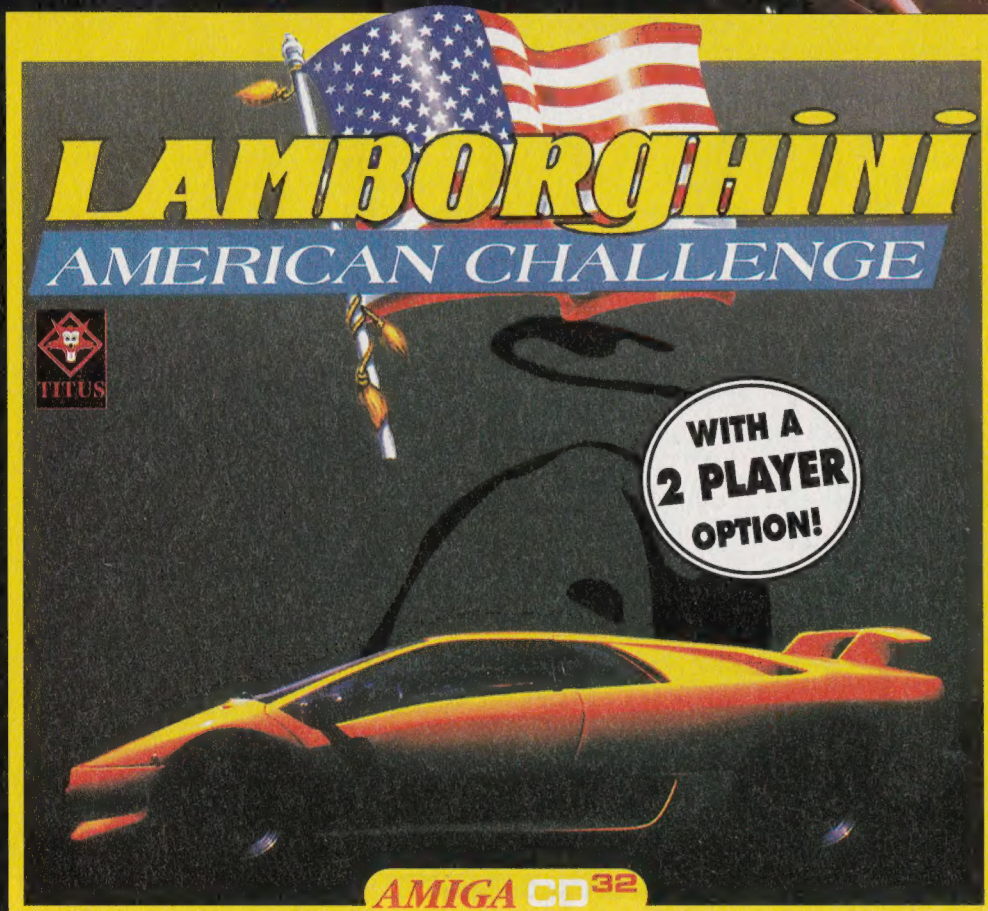
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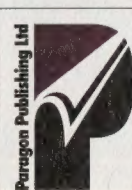
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■ Demand for back issues and cover discs has been enormous and, sadly, the magazines from issue one to three are completely sold out (even I haven't got a copy of issue three!). However, some spare coverdiscs from these issues are still available to order, but stocks are limited so order soon to avoid disappointment. Once issues four and five go out of stock, that's it, so get those orders in now.

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